



POWERED BY CARLSBRO

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EDA 50

drum amplifier

IMPORTANT SAFETY SYMBOLS



The symbol is used to indicate that some hazardous live terminals are involved within this apparatus, even under the normal operating conditions, which may be sufficient to constitute the risk of electric shock or death.



The symbol is used in the service documentation to indicate that specific component shall be replaced only by the component specified in that documentation for safety reasons.



Protective grounding terminal



Alternating current/voltage



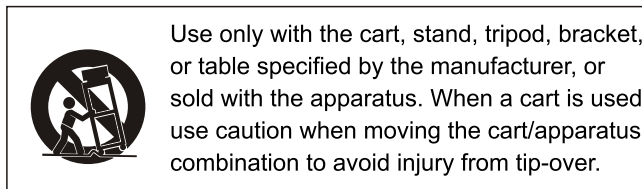
Hazardous live terminal

ON: Denotes the apparatus is turned on.

OFF: Denotes the apparatus is turned off.

WARNING: Describes precautions that should be observed to prevent the danger of injury or death to the operator.

CAUTION: Describes precautions that should be observed to prevent danger of the apparatus.



IMPORTANT SAFETY INSTRUCTIONS

Read these instructions. Keep these instructions.

Heed all warning. Follow all instructions.

Water & Moisture

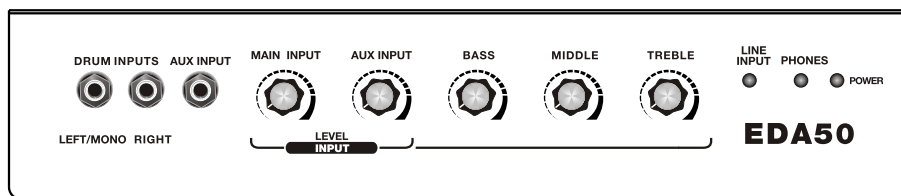
The apparatus should be protected from moisture and rain, can not used near water, for example: near bathtub, kitchen sink or a swimming pool, etc.

Heat

The apparatus should be located away from the heat source such as radiators, stoves or other appliances that produce heat.

EDA 50 drum amplifier

EDA 50 TOP PANEL



DRUM INPUTS:

These are 1/4" input jacks (left and right).when using a mono signal, plug into the left/mono jack.

AUX INPUT:

This jack is used for connecting any pre-EQ source such as a click track. The volume of the Aux Input is controlled by the Aux Volume control.

MAIN INPUT:

Use this control to adjust DRUM INPUTS level.

AUX INPUT:

Use this control to adjust AUX INPUT level.

BASS:

Use this control to adjust the low frequency level of signal.

MIDDLE:

Use this control to adjust the middle frequency level of signal.

TREBLE:

Use this control to adjust the high frequency level of signal.

LINE INPUT:

This is to connect with MP3 or any audio source for playing along as accompany.

PHONES:

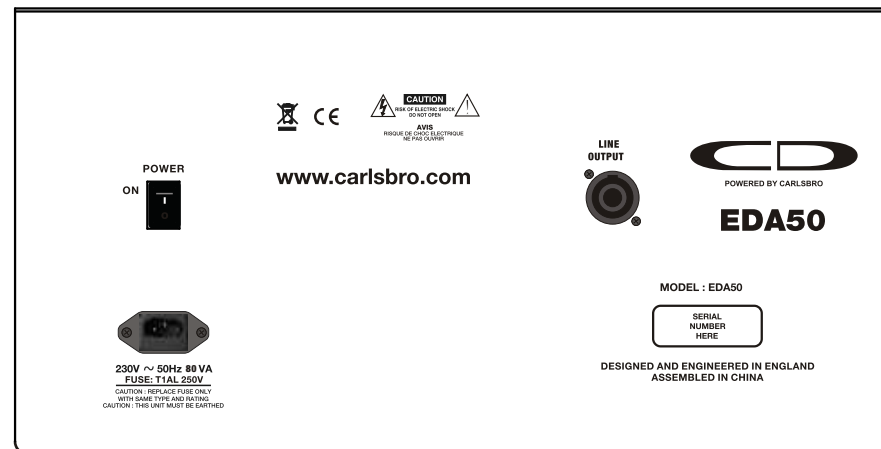
This is to connect with headphones for silent practice.

POWER:

Power "on" Indicator.

EDA 50 drum amplifier

EDA 50 REAR PANEL



POWER:

Use this switch to turn the amplifier on and off.

LINE OUTPUT:

Line signals output to connect another AMP.

TECHNICAL DATA

*Power: 50W/ 8 Ohm

*Input impedance: 10K Ohms

*Input sensitivity : -10dBV

*High: 10KHZ \pm 12dB

Middle: 800HZ \pm 12dB

Low : 60HZ \pm 12dB

*speaker: 10"/ 8ohm for woofer

2"/8ohm for tweeter

*Consumption power: 80W

*Dimension(HxWxD): 400x395x390mm

*Weight : 15.3kg



177.607 **PD CONNEX**

CX120-3 Guitar Cable 6.3 Mono - 6.3 Mono 3m

PD Connex professional HQ 3 meter 6,3 Jack (mono) guitar cable. This flexible guitar cable is fitted with high quality metal Jack connectors and guarantees a trouble-free and reliable signal transmission. Supplied including cable tie.

Select both plugs : 6.3 mm jack (mono) (M)
Lead length : 3m
Conductor : 20x0.12mm
Outer diameter : 6mm
Shielding : 64x0.12mm
Weight (kg) : 0,19

- Professional flexible cable
- High quality metal connectors
- Cable tie included
- Various lengths available



177.780 **VONYX**

CX336-3 Cable 3.5mm Stereo Male - 3.5mm Stereo Male 3m

A 3 meter 3,5mm Jack stereo (M) - 3,5mm Jack stereo (M) signal cable. This flexible signal cable is fitted with Jack connectors and guarantees a trouble-free and reliable signal transmission.

Select both plugs : 3.5 mm jack (stereo) (M)

Lead length : 3m

Conductor : 10x0.12mm

Outer diameter : 4mm

Shielding : 36x0.12mm

Weight (kg) : 0,10

- Flexible cable (Jack)
- Various lengths available



Module: CSD600
OWNER'S MANUAL

Congratulations!

Thank you for purchasing this digital drum set. The drum set has been developed to act and play like a drum set but with greater ease. Before you use the instrument, we recommend you to read through this manual.

Taking care of Your Digital Drum Set

Location

- Do not expose the unit to the following conditions to avoid deformation, discoloration or more serious damage.
- Direct sunlight.
- High temperature (near a heat source, or in car during the day time).
- Disconnect all cables before moving

Power Supply

- make sure to use the suitable AC adaptor, and also make sure the ac outlet voltage at your country matches the input voltage specified on the AC adaptor's label.
- Turn the power switch OFF when the Instrument is not in use.
- An AC adaptor should be unplugged from the AC outlet if the instrument 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 appliance with high power consumption, such as electric heaters or ovens. Also avoid using multi-plug adaptors since these can result in reducing the sound quality, operation errors, and possibly damage.

Turn Power OFF When Making Connections

- To avoid damage to the instrument and other devices to which it is connected, turn the power switches of all related device OFF prior to connecting or disconnecting cables.

Handling and Transport

- Never apply excessive force to the controls, connectors or other parts of the instrument.
- Always unplug cables by gripping the plug firmly, but not pulling on the cable.
- Disconnect all cables before moving the instrument.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and more serious damage.

Cleaning

- Clean the unit with a dry soft cloth.
- A Slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- Avoid placing vinyl object on top of the unit (vinyl can stick to and discolor the surface).

Electrical Interference

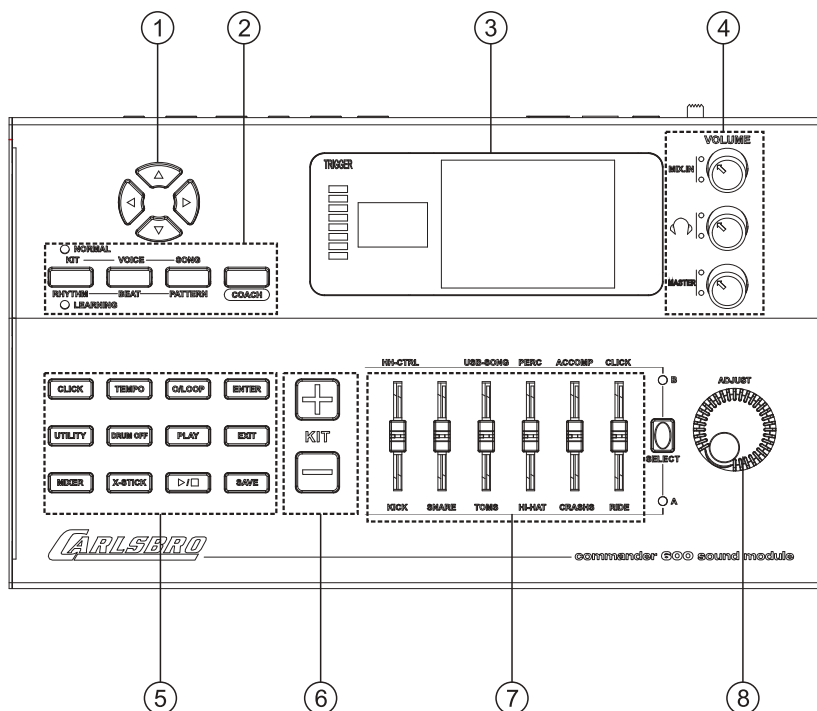
- This instrument contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the instrument further away from the affected equipment.

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FUNCTION BUTTON

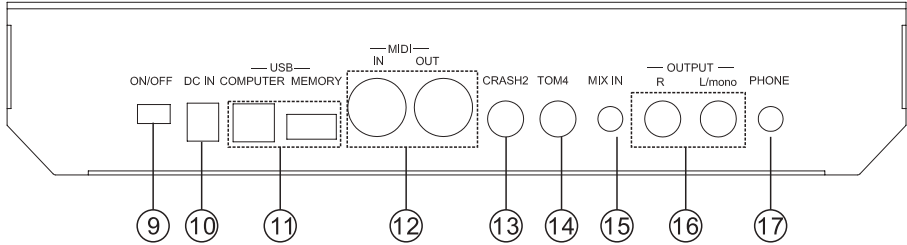
Front panel



| Number | Name | Description |
|--------|--------------|---|
| ① | CURSOR | ^ v: former/next menu option < >: left/right menu option |
| ② | COACH | Switch the normal mode and practice mode. the relative LED lights up when switching. |
| | KIT/RHYTHM | Enter into the drum kit page in normal mode, and enter into the rhythm practice page in practice mode. |
| | VOICE/BEAT | Enter into voice page in normal mode. Enter into snare practice mode in practice mode. |
| ③ | SONG/PATTERN | Enter into demo song page in normal mode. Enter into drum kit practice mode in practice mode. |
| | LCD display | Trigger level display: weak to strong, LED from green to yellow to red LED digitron: displays the relative drum kit or other number LCD display: menu content |

| | | |
|------|---|---|
| ④ | MIX IN | Adjusts the module level of MIX IN connector |
| | PHONE | Adjust the output headphone volume |
| | MASTER | Adjust the master volume |
| ⑤ | MIX OFF | Cancel mixed volume, reset drum kit to preset volume |
| | CLICK | The switch of playing metronome |
| | TEMPO | Enter into tempo setting quickly |
| | X-STICK | Controls if trigger Tom rim during striking |
| | DRUM OFF | Mute the drum |
| |  | Start/stop DEMO SONG playing |
| | REC | Enter into recording status |
| | PLAY | Play/pause the recording sound |
| | SAVE | Save the current setting |
| | UTILITY | Enter into utility setting interface |
| | ENTER | Enter into the next interface |
| EXIT | Exit the current operation and return to the former operation interface. | |
| ⑥ | +/- | Switch drum kit , +: increase; -: decrease |
| ⑦ | Fader | Fader is used to adjust the relative volume: bass drum, snare, Tom, hi-hat, other percussion instrument, metronome, USB song, accompaniment, etc. |
| ⑧ | ADJUST | Knob function: the knob can change the editing value. |

Rear Panel



| Number | Name | Description |
|--------|-------------|--|
| ⑨ | ON/OFF | Switch on/off the power supply |
| ⑩ | DC-IN | Adapter connector |
| ⑪ | COMPUTER | Connect with PC connector (MIDI input/output via USB) |
| | MERMORY | Connect with USB memory: play the audio document or save it to the memory |
| ⑫ | IN-MIDI-OUT | Connect with the external connector of other device which has MIDI |
| ⑬ | CRASH2 | Connect with CRASH2 |
| ⑭ | TOM4 | Connect with TOM4 |
| ⑮ | MIX IN | Connect with digital audio player or used as the monitor input of the live playing |
| ⑯ | R L/mono | The stereo output connector connecting audio system or drum amplifier; divided into left and right channel; can independently connect with mono cable; |
| ⑰ | PHONE | Stereo headphone output connector |

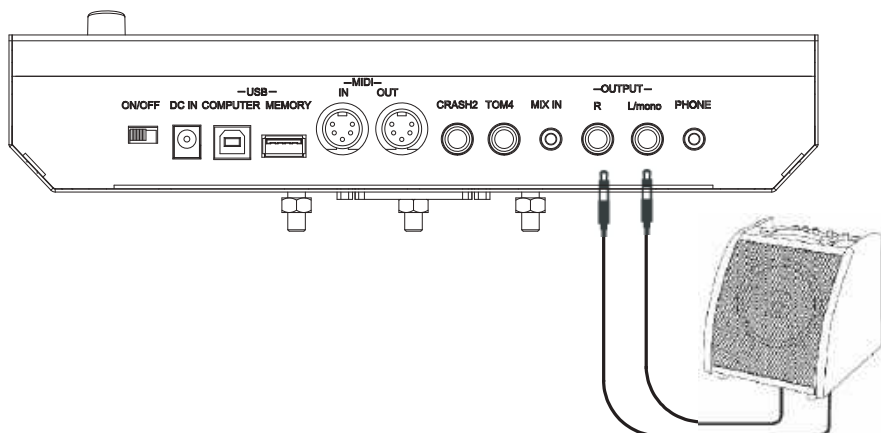
CONNECTING WITH EXTERNAL DEVICES

1. Connect with audio system or drum amplifier

When connecting with audio system or drum amplifier, use a cable to connect with L/mono R of the audio system and the drum amplifier.

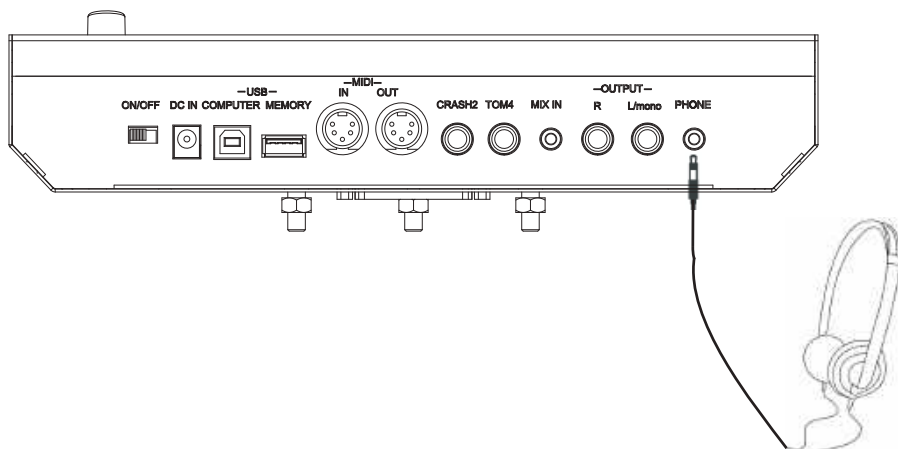
Note:

- 1). Connect with L/mono connector when connecting with mono audio device.
- 2). Connect with L/mono and R connector when connecting with stereo audio device.
- 3). The volume is controlled by the master volume knob of module and of the audio device.



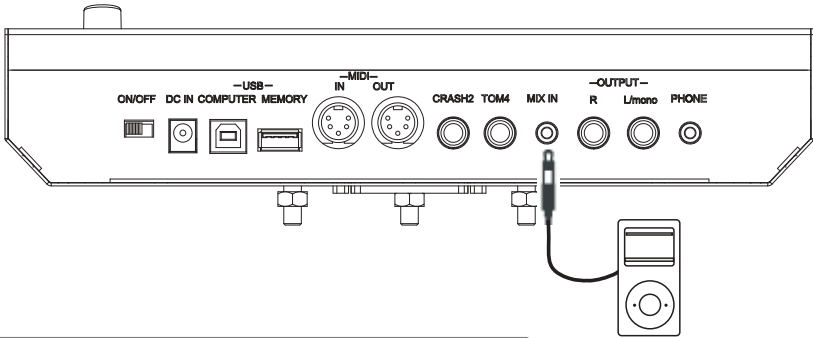
2. Connect with headphone

The module is designed with 1/8" stereo headphone connector. The volume can be adjusted via the master volume knob on the module panel or that of the headphone.



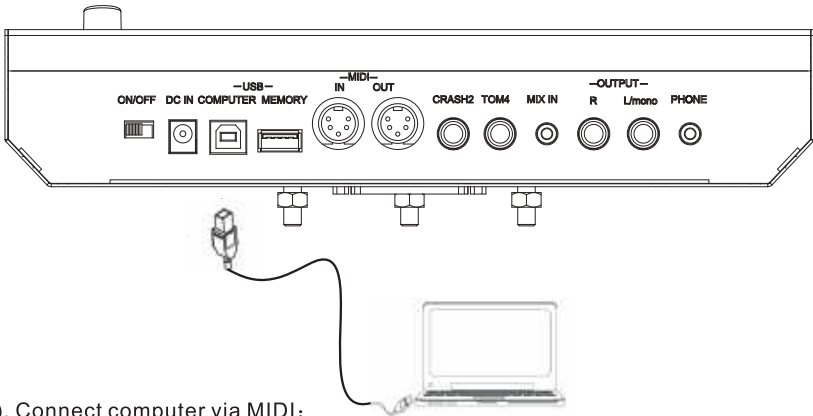
3. Connect with MP3 or CD player

Connect the output of MP3 or CD player or other audio sources with AUX.IN connector. The input signal can be mixed with the drum signal, strike the pads according to the rhythm of the input signal.

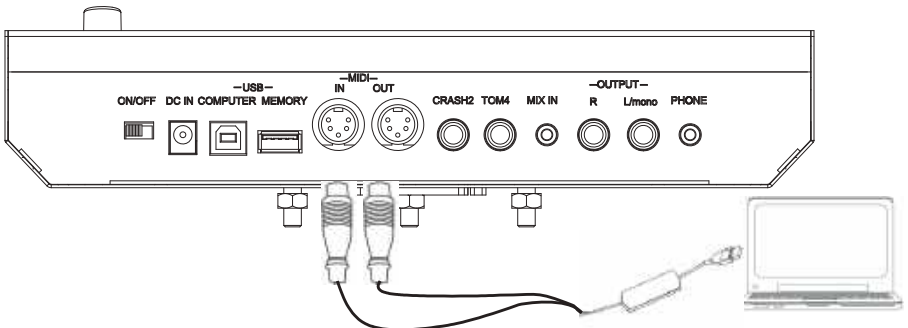


4. Connect with computer

1). Connect computer via USB: receive or send MIDI signal

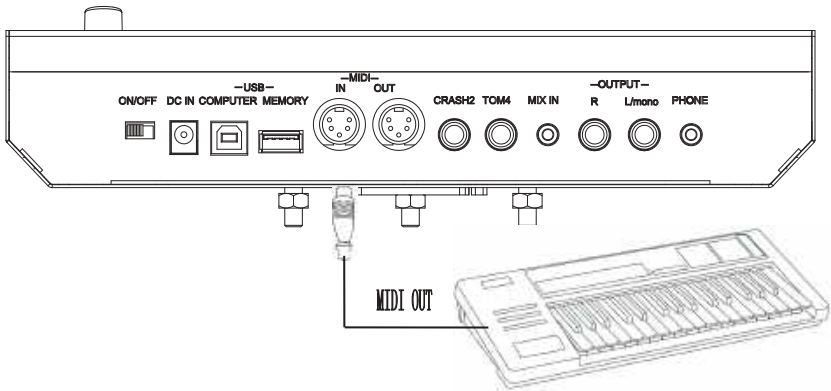


2). Connect computer via MIDI:
MIDI IN: receive the MIDI signal from computer.
MIDI OUT: transmit pad signal to computer.



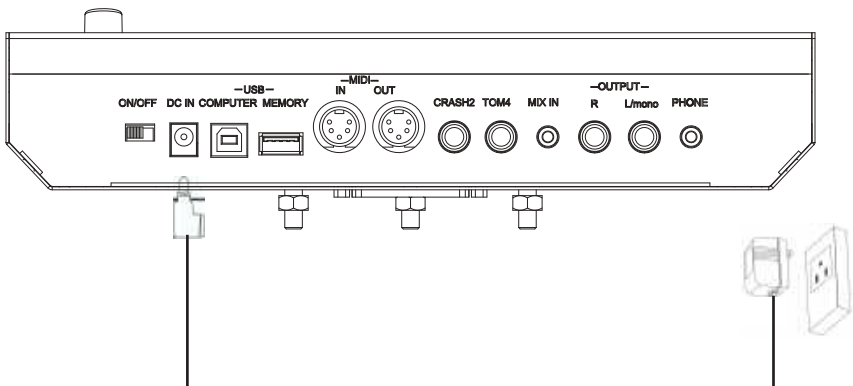
5. Connect with MIDI keyboard

If external keyboard or MIDI device are used to control the drum, it needs MIDI cable (one end) connecting with MIDI IN of the module, and (the other end)with MIDI OUT of the MIDI keyboard.or midi device, this drum is used as audio source.



6. Connect with power supply

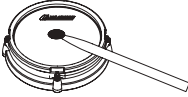
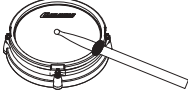

- 1). Set the module switch to OFF.
- 2). Plug the power adapter into DC IN connector.
- 3). Connect all the pads well, and set the module volume to minimum. Turn on the power switch, then the module starts to work.









Note: Set the module switch to OFF when the module is connecting with external devices.

PERFORMANCE

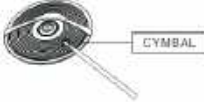



1. Trigger

| Performance way | Diagram | Description |
|---|---|--|
| Pad shot |  | Only striking the pad |
| Rim shot |  | Only striking the rim; different sound from that of the pad (rim shot voice) |
| Pad and rim shot simultaneously (only snare) |  | Pad and rim shot simultaneously. Different sound from that of pad or rim. |

2. Hi-hat




| Performance way | Diagram | Description |
|---------------------|---|--|
| open cymbal |  | Open cymbal voice: striking the hi-hat directly. |
| closed cymbal |  | Closed cymbal voice: step down the pedal and strike the hi-hat at the same time. |
| half open cymbal |  | half open cymbal voice: half step down the pedal and strike the hi-hat at the same time. |
| 1/4 open cymbal |  | 1/4 open cymbal: step down the pedal, but not firmly, and strike the cymbal. |
| Step down the pedal |  | Step down the pedal and keep it closed |
| SPLASH |  | Step down the pedal and release quickly |

3. Cymbal

| performance way | Diagram | Description |
|---------------------|---|--|
| pad shot |  | Striking the central part of the cymbal |
| rim shot |  | Striking the cymbal rim (different sound) |
| Striking cymbal cap |  | Striking the cymbal cap (only ride) |
| Mute cymbal |  | After striking the cymbal, hold the cymbal to mute (Note: the cymbal sensor position) |

BASIC OPERATION

1. Change the value

| performance way | Diagram | Description |
|------------------|---|---|
| Direction button |  | Move the cursor |
| +/- button |  | Change kit, press 【+】 to increase and 【-】 to decrease value |
| Knob |  ADJUST | When the cursor is moved to the character, turn the knob to change value. |

2. Select to edit the trigger

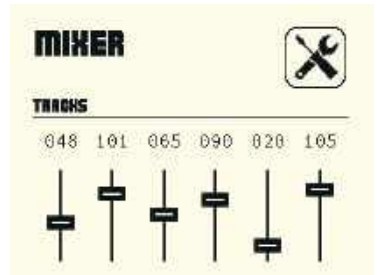
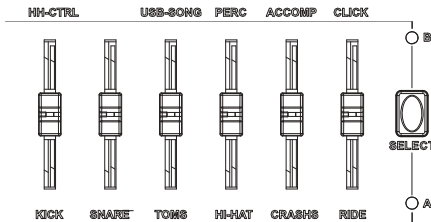
Strike the trigger pad or rim to edit the relative voice parameter.

3. Using fader

1). Fast push any fader to enter into mixer setting interface to adjust the volume of trigger or others.

Note: 3 seconds of no operation will return to drum kit interface;

2). Using **【SELECT】** to select the voice group, and the LED upper right or lower right of the fader lights up.



- 3). After **【SELECT】** button is used, the fader will not move to the relative volume position, user has to move the fader a little bit;
- 4). Press **【MIX OFF】** and hold for 3 seconds, it returns to preset volume.

4. Normal mode and coach mode switching

Press **【COACH】** button to switch normal mode and coach mode. After switching, the relative mode LED lights up.

NORMAL mode

1). Drum kit

Use **【+】** / **【-】** or knob to change drum kit, the screen shows the changed name of drum kit, LED shows the changed number; Simultaneously press **【+】** and **【-】** to reset.



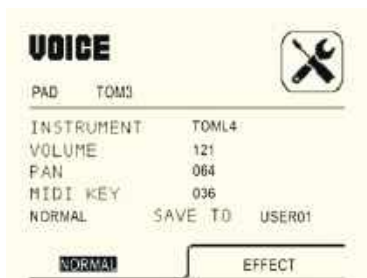
A. Basic parameters setting

| Parameter | Value | Description |
|------------|--------|---|
| TEMPO | 30~250 | |
| CLICK BEAT | 0~4 | Meter |
| X-STICK | OFF/ON | Tom rim trigger control: "OFF"(default) means TOM rim triggered, "ON" means TOM rim not triggered |
| DRUM | OFF/ON | Demo song drum sound: "ON" or "OFF" |

B. EFFECT SETTING

Refer to the "Effect" setting in "Utility Setting"

2). VOICE



| Parameter | Value | Description |
|-------------|---------|-------------------------------|
| NORMAL | | |
| INSTRUMENT | 1~408 | |
| VOLUME | 0~127 | |
| PAN | 0~127 | sound field |
| MIDI KEY | 0~127 | Corresponding MIDI key output |
| EFFECT | | |
| FILTER | 0~127 | Low pass filter |
| REVERB | 0~127 | |
| PITCH SHIFT | -5 ~ +5 | transpose |

Note:

- Save corresponding drum kit parameter after change to user drum kit(USER01-20);
- Import user drum kit information to USB stick(refer to USB STORAGE for details);
- Simultaneously press **【+】** and **【-】** to reset
- press **【<】** / **【>】** to switch to left or right.

3). DEMO SONG



| Parameter | Value | Description |
|-----------|--------|--|
| TEMPO | 30~250 | |
| ACMP | 0~127 | Accompaniment volume |
| PREC | 0~127 | Track volume |
| VOLUME | 0~127 | Overall volume of click, "0" means "OFF" |

Note:

- Meter type is not changeable;
- Simultaneously press **【+】** and **【-】** to reset

COACH:

RHYTHM / BEAT / PATTERN



| Parameter | Value | Description |
|-----------|--------|--|
| TEMPO | 30~250 | |
| COACH | OFF | COACH: OFF(default); when ON, SCORE function is enabled. |
| SCORE | | It records correct striking quantity. |
| VOLUME | 0~127 | Overall volume of click, "0" means "OFF" |

Note:

- Meter type is not changeable;
- Simultaneously press **【+】** and **【-】** to reset.

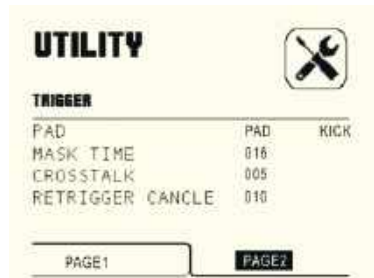
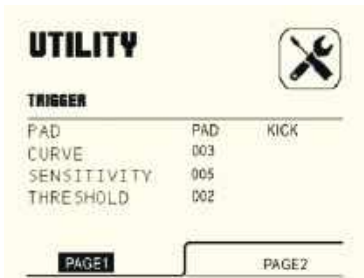
UTILITY SETTING

Press **【UTILITY】** to enter into the UTILITY setting interface to select the menu in turn.
(Simultaneously press **【+】** and **【-】** to reset)



1. TRIGGER setting

In UTILITY interface, select TRIGGER via direction buttons. Press **【ENTER】** to enter into the trigger setting interface, press **【<】 / 【>】** to switch to page1 or page 2.

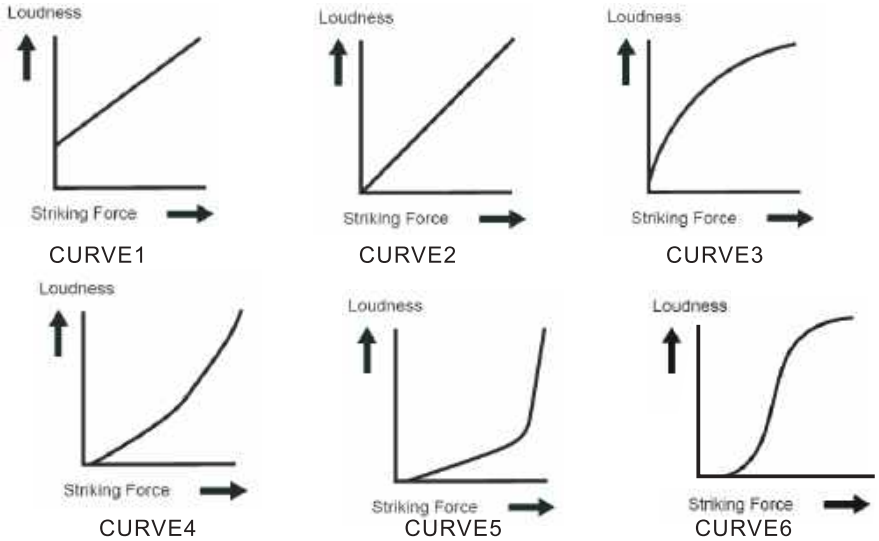


| Parameter | Value | Description |
|------------------|--------|--|
| TRIGGER setting | | |
| CURVE | 1~6 | — |
| SENSITIVITY | 1~16 | — |
| THRESHOLD | 1~8 | the minimum force to trigger a pad signal. |
| MASK TIME | 0~64ms | adjust the scan time span of the pad trigger |
| CROSSTALK | 0~10 | — |
| RETRIGGER CANCEL | 0~64ms | detect the trigger signal attenuation |

Description of trigger parameters

1). CURVE

Force curve: refer to Striking Force relative to Loudness, User can adjust this parameter for soft and natural feeling based on performing style.



CURVE 1: Small dynamic response. Select this curve and it delivers high but stable volume.

CURVE 2: The standard setting to deliver natural signal.

CURVE 3: Compared to CURVE 2, low striking force causes big volume change.

CURVE 4: Compared to CURVE 2, comparatively high striking force causes comparatively big volume change.

CURVE 5: Compared to CURVE 2, comparatively high striking force causes very big volume change.

CURVE 6: The striking force causes extreme volume change.

2). SENSITIVITY

This parameter can adjust the trigger sensitivity. User can set the parameter according to the actual situation. The higher the parameter is, it generates higher volume. The lower the parameter is, it generates lower volume.

3). THRESHOLD

Threshold: the minimum force to trigger a pad signal.

Setting a high threshold, this pad needs a strong force to generate a signal. This can avoid accidental response, e.g. other device or pad generate unnecessary signal. Setting a low threshold, the pad needs a weak force to generate a signal.

4). MASK TIME

This parameter is used to adjust the scan time span of the pad trigger. this setting allow you to prevent double trigger

When this MASK TIME value is low, the pad is sensitive, but this will lead to repeated trigger. Please adjust this the MASK TIME value properly at this time.

When playing bass drum trigger, hammer may bounce back to strike drum pad again, causing re-trigger. Mask Time aims to prevent this problem. Once striking the drum pad, any additional trigger signal within "Mask Time" will be ignored. Adjust "Mask Time" when striking the drum pad: when using bass drum trigger, try to fast strike the drum pad after the rebound of hammer, then increase the value of "Mask Time" until no more sound is made despite the rebound of hammer.

Note:

- a. When the value is increased too much and fast striking is very hard, decrease this value as low as possible;
- b. If sound is made twice or more after one time of striking, please adjust the Retrig Cancel.

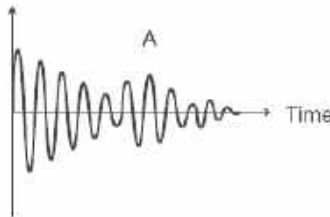
5). CROSSTALK

If two trigger are close to each other, striking one trigger has the crosstalk of another trigger. This problem can be solved via setting the crosstalk rejection ratio to a higher level. Caution: do not set the crosstalk rejection ratio to too high a level, otherwise this leads to leakage, e.g. strike two triggers simultaneously, and the trigger stroke lightly will has the leakage. Furthermore, if this parameter is set to 0, crosstalk rejection does not work.

6). Retrig Cancel: detect the trigger signal attenuation

This setting aims to prevent unreal re-trigger.

When using natural drum trigger, this setting is very important. This sort of trigger may cause AC waveform, and even accidental sound(Re-trigger) occurring to "A".



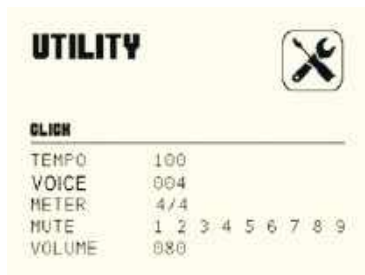
More likely, this problem occurs to waveform attenuation edge, Retrig Cancel can detect the trigger signal attenuation and prevent the re-trigger. Strike the drum pad repeatedly, increase the value of "Retrig Cancel" until no more production of re-trigger.

Note:

- a. Even if increased value can prevent re-trigger, sound may be omitted when performing fast striking operation(e.g. drum roll). Decrease this value as low as possible before re-trigger is caused.
- b. You can adjust "Mask Time" to reduce the problem. Within the specified time after receiving previous trigger signal, Mask Time will no longer detect trigger signal, Retrig Cancel will detect trigger signal attenuation and exclude unnecessary or false trigger signal.

2. CLICK setting

In UTILITY interface, select CLICK via direction buttons. Press **【ENTER】** to enter into CLICK setting interface.



| Parameter | Value | Description |
|---------------|---|--|
| CLICK setting | | |
| TEMPO | 30~250 | |
| VOICE | 4 | |
| MUTE | 1 2 3 4 5 6 7 8 9 After MUTE: 1 2 M 4 5 6 7 8 9 | Use direction keys to adjust meter to be muted, and then use 【ADJUST】 knob to mute. If the meter number displays M, this means it has been muted. |
| VOLUME | 0~127 | When the parameter is set to 0, this means the CLICK is muted completely. |

3. EFFECT setting

In UTILITY interface, select EFFECT via direction buttons. Press **【ENTER】** to enter into trigger effect setting interface.

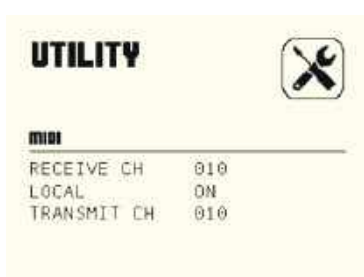




| Parameter | Value | Description |
|----------------|-----------------------|--------------------------------------|
| REVERB setting | | |
| TYPE | ROOM1~3/HALL1~2/PLATE | Reverb type |
| SIZE | 0~4 | Size of reverb room, "0" means "OFF" |
| LEVEL | 0~127 | Reverb depth, "0" means "OFF" |
| TIME | 0~127 | Reverb delay time, "0" means "OFF" |
| FILTER | 0~7 | Low pass filter, "0" means "OFF" |
| EQ adjustment | | |
| LOW FREQ | 0~127 | Low freq range |
| LOW GAIN | 0~127 | Boost/attenuate low freq range |
| HIGH FREQ | 0~127 | High freq range |
| HIGH GAIN | 0~127 | Boost/attenuate low freq range |

4. MIDI setting

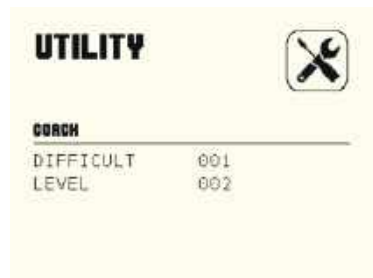
In UTILITY interface, select MIDI via direction buttons. Press **[ENTER]** to enter into MIDI setting interface.



| Parameter | Value | Description |
|--------------|--------|--|
| MIDI setting | | |
| RECEIVE CH | 1~16 | Receive channel selection,default: 10 channel |
| LOCAL | ON/OFF | Local control: Used for the connection between trigger and module, it defaults ON for turning on status. ON: Two modules are connected. OFF: The module does not receive the direct control of trigger, and it only receives the external MIDI input signal. |
| TRANSMIT CH | 1~16 | Output channel selection,default: 10 channel |

5. COACH: the difficulty setting of coach function

In UTILITY interface, select **COACH** via direction buttons. Press **【ENTER】** to enter into coach function setting interface.



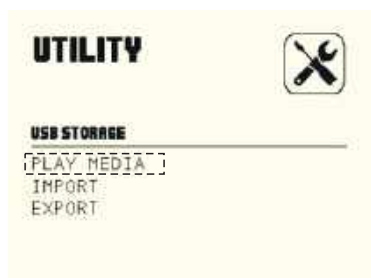
| Parameter | Value | Description |
|---------------|--------|--|
| COACH setting | | |
| DIFFICULT | 1~5 | The higher the parameter is, the higher the difficulty is. |
| LEVEL | ON/OFF | The higher the parameter is, the higher the level is. |

6. USB STORAGE setting

In UTILITY interface, select **USB STORAGE** via direction buttons. Press **[ENTER]** to enter into USB function setting interface (insert USB) ; if USB is not inserted, it displays USB DISCONNECTED.



- 1). **PLAY MEDIA**: it can play the MP3 or WMA format songs in USB as accompaniment one by one automatically;



Note:

- a. LCD only displays the current song. User can use knob to change song;
- b. Song names are “words” or “numbers”.

- 2). **IMPORT**: USB memory loaded into module.



A. RECORD SECTION: It inputs the real time record information;



B. SYSTEM SETTING: Imports USB user drum kit data to replace the user drum kit data in the module.



3). EXPORT: Exports user drum kit data to USB stick

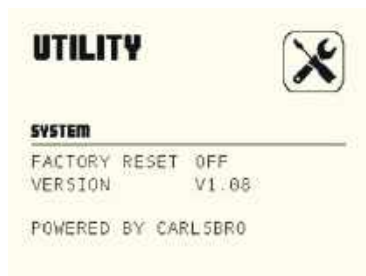
In this interface, press **[ENTER]** to enter into output interface, it starts to export, and displays: Export System.....; after the export finished, it displays: Export System data OK.





7. SYSTEM setting

In UTILITY interface, select SYSTEM via direction button, press **[ENTER]** to enter into system setting interface.



- 1). FACTORY RESET: Resets the user drum kit to factory setting. It defaults “OFF”.
- 2). VERSION: It displays the version number.

EDIT AND SAVE USER DRUM KIT

1. Drum kit information

The drummer can select different type of drum kit to play. This digital drum has 50 drum kits.

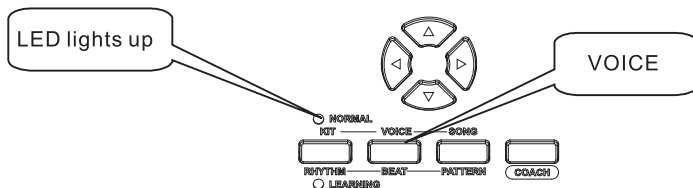
30 preset drum kits: KIT1-30

20 user drum kits: USER01-20

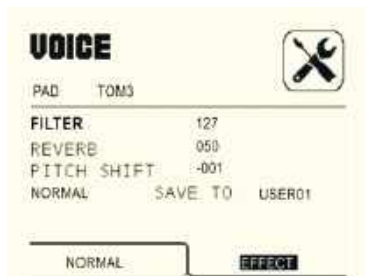
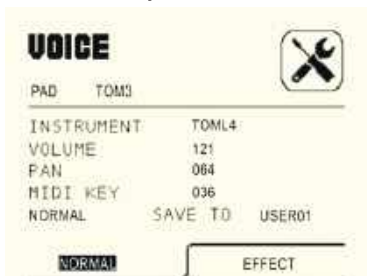
2. Edit and save drum kit voice

- 1). VOICE selection interface

In normal mode (NORMAL LED lights up), press **[VOICE]** button to enter into INSTRUMENT (voice) selection.



- 2). TRIGGER selection Directly strike the trigger to select.
- 3). VOLUME adjustment:



- A. INSTRUMENT: Voice selection;
- B. VOLUME: Change volume level;
- C. PAN: Sound field adjustment;
- D. MIDI KEY: MIDI key selection;
- E. FILTER: Low pass filter;
- F. REVERB: Reverb adjustment;
- G. PITCH SHIFT: Transpose adjustment.

Note: Use **【ADJUST】** knob to adjust the parameters.

- 4). Save user drum kit:

After drum parameters being adjusted, switch to SAVE TO USER01 item. Use **【ADJUST】** knob to select the user drum kit number you want to save, then press **【SAVE】** .

- 5). Save user drum kit to USB

- A. Insert USB;
- B. Press **【UTILITY】** to enter into utility setting interface;



- C. In UTILITY interface, use direction buttons to select USB STORAGE, then press **【ENTER】** button to enter into USB setting interface;



- D. Use direction buttons to select EXPORT, then press **【ENTER】** button to enter into EXPORT interface, then press **【ENTER】** button to export the user drum kit data.



3. Import from USB to user drum kit

- 1). Press **【UTILITY】** to enter into the utility setting interface;



- 2). In UTILITY interface, use direction buttons to select USB STORAGE, then press **【ENTER】** button to enter into USB setting interface;



3).Use direction button to select IMPORT, then press **【ENTER】** button to enter into import interface;



4).Use direction buttons to select SYSTEM SETTING, then press **【ENTER】** to import USB user drum kit information.

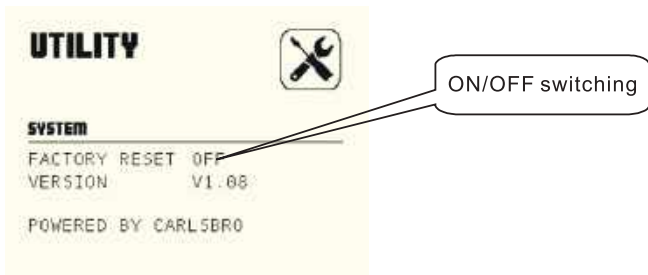


4. Set user drum kit back to factory mode

1).Press **【UTILITY】** to enter into utility setting interface;



- In UTILITY interface, use direction buttons to select **SYSTEM**, then press **【ENTER】** button to enter into system setting interface;

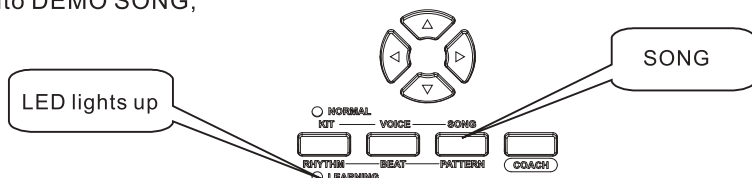


- Switch to FACTORY RESET, and switch OFF status to ON, then it goes back to factory setting.

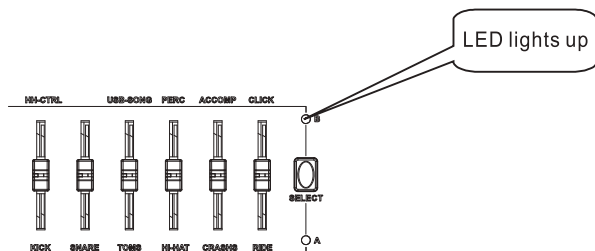
PLAYING SONGS

20 built-in DEMO SONGs

- In NORMAL status (NORMAL LED lights up), press **【SONG】** button to enter into DEMO SONG;



- Press **【▶/■】** button to play DEMO SONG;
- Press **【ADJUST】** knob to switch the song in DEMO SONG;
- Press **【▶/■】** button to stop DEMO SONG playing; (DEMO SONG refers to DEMO SONG LIST)
- Adjust DEMO SONG accompaniment and drum track volume:
 - Fast push fader to enter into mixer setting interface to adjust the volume of trigger or others.
 - Use **【SELECT】** button to select B voice group. LED on the right lower position of fader lights up;



C. Fast push PERC to adjust drum track volume; push ACCOMP to adjust accompaniment track volume.

Note: The value displayed on LCD is not definitely the real volume value. User needs to move the fader a little bit first, then the fader position corresponds to the volume level, then user can adjust the volume level.

6). Mute DEMO SONG drum track:

A. During playing DEMO SONG, press **【DRUM OFF】** button to turn on or off the mute function. When this function is turned on, DRUM OFF LED lights up.

B. Fast push PERC fader to the lowest position.

RECORDING FUNCTION

This module has recording function to record user performance. Insert USB, this information can be saved to USB. If there is no USB, then the system record at real time, but it can not be saved after the system is turned off.

1. Record without USB

1). Press **【REC】** button to enter into record mode interface. LED lights up, and then set the tempo, beat.



A. TEMPO to set CLICK tempo

B. CLICK: Beat setting

C. VOLUME: CLICK VOLUME

2). Press **【REC】** button again. CLICK is turned on and LED lights up. strike pad to record.

3). Stop recording: press **【REC】** button again. LED lights off, and it stops recording.

2. USB recording

- 1). Insert USB , and set CLICK tempo, beat ;
- 2).Press **【REC】** button again. CLICK is turned on and LED lights up, strike pad to record;
- 3).Stop recording: press **【REC】** button again. LED lights off. It stops recording.
- 4).Press **【SAVE】** to save the recorded information to USB



3. Replay the recorded information

- 1).Replay the recorded information
 - A. Press **【PLAY】** button to replay the recorded information.
 - B. Press **PLAY】** button again to stop playing.
- 2). Connect USB to play the recorded information
 - A. Press **【UTILITY】** button to enter into UTILITY setting interface.
 - B. In UTILITY interface, use direction keys to select USB STORAGE. Press **【ENTER】** button to enter into USB setting interface.



C. Use direction keys to select IMPORT. Press **【ENTER】** button to enter into USB STORAGE-IMPORT setting interface.



D. Use direction keys to select RECORD SECTION. Press **【ENTER】** button to enter into real time recording import interface.



- Use **【ADJUST】** knob to switch recording order;
- Press **【PLAY】** to replay the recorded information;
- Press **【PLAY】** again to stop the recording.

COACH MODE

This coach mode goes from easy level to difficult level step by step to cultivate the user's feeling and speed and accuracy and to coordinate the user's feet and hands. The module has 20 songs for practice. The user can practise according to actual status. There are 10 rhythm songs/10 snare songs/10 drum kit songs.

1. Coach mode level selection

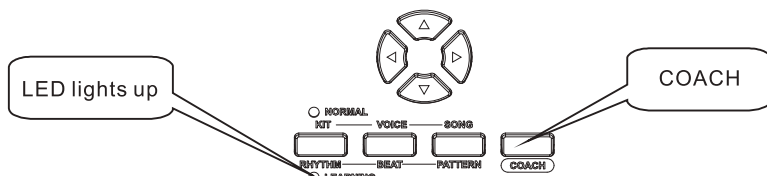
In UTILITY interface, use direction keys to select COACH. Press **【ENTER】** button to enter into coach function setting interface.



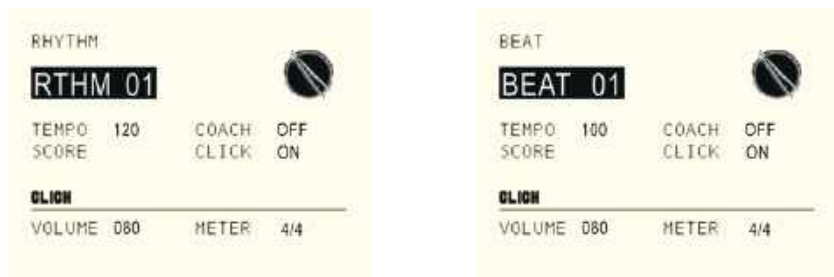
Note: a. DIFFICULT coefficient 1-5. The bigger the number is, the more difficult it is.
b. LEVEL 1-5. The bigger the number is, the higher the level is.

2. Enter into coach mode

Press **【COACH】** button to enter into coach mode. LED at LEARNING position lights up. Press **【RHYTHM】** / **【BEAT】** / **【PATTERN】** to enter into rhythm practice/snare practice/drum kit practice.



Note: When COACH is OFF, user can only listen and practise the wanted songs. When COACH is ON, it can recording the striking quantity during practice.



Note of parameters:

- TEMPO: the tempo of practice songs. Use **【ADJUST】** knob to change the song tempo.
- VOLUME: the CLICK volume. Use **【ADJUST】** knob to adjust volume.
- CLICK: meter is the preset demo song, and can not be changed.

3. Select song

In the coach interface, use 【ADJUST】 knob to change the practice song number.

4. Play/stop

Press 【▶/■】 button to play. Press 【▶/■】 again to stop playing.

5. Play with the song and record

When playing DEMO SONG or pattern, press 【REC】 button to enter into recording status. Press 【REC】 button again. LED flashes and recording starts. It records the drum of song and the striking. Press 【REC】 button to stop recording.

Note:

- a. Insert USB and record: the recorded data (MIDI format) is saved in USB.
- b. Record without USB: real time recording.

MIDI SETTING

This drum is compatible with various MIDI device, the drum is used as trigger device or the module. When it is compatible with GM standard part, it can be used with audio sequence software together.

1. About MIDI

MIDI IN: input MIDI signal when connected with external MIDI device.

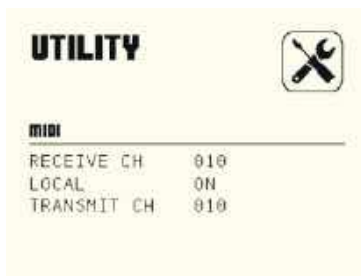
MIDI OUT: output MIDI signal when connected with external MIDI equipment.

USB: This device has standard USB2.0 interface to connect with any MIDI device or PC with standard USB drive. The operation system has relative drive without the need of repeated installation, and compatible with PC system, e. g. Windows compatible from XP to Win10, Mac OSX. After connection, the system will identify this device as EDRUM
(USB MIDI is used only when connected with MIDI)

Note: When USB MIDI is connected with PC, all MIDI data can be received or transmit via USB MIDI.

2. MIDI setting

In UTILITY interface, use direction keys to select MIDI, press **【ENTER】** button to enter into MIDI setting interface.



- A. RECEIVE CH: input channel selection 1-16, default: 10 channel
- B. LOCAL: local control, used to control the connection with trigger or module.
Local mode ON (ON) : The pads and sound module are connected. It sounds when user strikes the pads. It defaults ON status.
Local mode OFF (OFF): The pads and sound module are disconnected. It does not sound when user strikes the pads.
- C. TRANSMIT CH: output channel selection 1-16, default: 10 channel

3. Connect with external audio source equipment

This device can transmit pad information via channel 10 automatically, including trigger note、strength、hi-hat pedal performance and status, etc;
(Note: The saved song playing or CLICK information can not be transmitted)

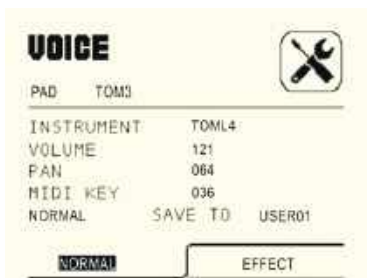
1). Use external audio sequencer to record performance

- A. Connect with MIDI IN of external audio sequencer via MIDI OUT connector or USB interface. If PC audio sequence software is used, it only needs one USB A-B cable to connect PC with audio source module;
- B. The audio sequencer or audio sequence software recognizes the channel 10 as this default device , and starts to record;
- C. Perform the pads;
- D. Stop performance and recording;
- E. The performance can be played again.

2). Set pad MIDI output note

Each trigger can set MIDI output note. Each drum kit can save one MIDI output note for convenient application. Generally user does not need to change the default MIDI note. If user wants to, please follow the following steps:

- A. In normal mode (NORMAL LED lights up) , press **【VOICE】** button to enter into voice setting interface.



- B. Use direction keys to switch to MIDI KEY. Use **【ADJUST】** knob to change the relative MIDI note of each trigger.
(select the trigger to be edited via striking trigger)
- C. Use direction keys to switch to SAVE TO USER01. Use **【ADJUST】** knob to select user drum kit number. Press **【SAVE】** button to save the changed MIDI output note to the user drum kit.

Preset MIDI note

| Trigger | Note | Trigger | Note | Trigger | Note | Trigger | Note | Trigger | Note |
|---------|------|---------|------|----------|------|--------------|------|----------|------|
| KICK | 36 | TOM2 | 45 | TOM4 R | 47 | CRASH2 | 59 | HI-HAT C | 42 |
| SNARE | 38 | TOM2 R | 64 | RIDE | 51 | CRASH2 R | 52 | HI-HAT P | 44 |
| SNARE R | 37 | TOM3 | 43 | RIDE R | 57 | HI-HAT O | 46 | SPLASH | 46 |
| TOM1 | 47 | TOM3 R | 63 | CRASH1 | 49 | HI-HAT HO | 46 | | |
| TOM1 R | 56 | TOM4 | 41 | CRASH1 R | 55 | HI-HAT 1/4 O | 46 | | |

4. Used as audio source device

Connect MIDI OUT or USB cable with external MIDI keyboard or audio sequencer to receive MIDI output signal. This device can play the signal. The output voice changes when drum kit switches. This device has most of the GM drum kit voices. If user want to establish USER drum kit, please refer to MIDI list.

5. MIDI list

| FUNCTION | | TRANSMITTED | RECOGNIZED | REMARKS |
|------------------|--|--|--|---|
| BASIC CHANNEL | DEFAULT CHANGED | 10 Ch 1-16 | 1-16 1-16 | |
| MODE | DEFAULT MESSAGES ALTERED | x x ***** | x x ***** | |
| NOTE MEMBER: | TRUE VOICE | 0-127 ***** | 0-127 0-127 | |
| VELOCITY | NOTE ON NOTE OFF | O 9nH,V=1-127 X (9nH,V=0) | o o | |
| AFTER TOUCH | KEY'S CH'S | x x | x x | |
| PITCH BEND | | x | x | |
| CONTROL CHANGE | | 0 x 1 x 5 x 6 x 7 x 10 x 11 x 64 x 65 x 66 x 67 x 80 x 81 x 91 x 93 x 120 x 121 x 123 x | o o o o o o o o o o o o o o o o o o | BANK SELECT MODULATION PORTAMENTO TIME DATA ENTER VOLUME PAN EXPRESSION SUSTAIN PEDAL PORTAMENTO ON/OFF SOSTENUTO PEDAL SOFT PEDAL REVERB PROGRAM CHROUS PROGRAM REVERB LEVEL CHROUS LEVEL ALL SOUNDS OFF RESET ALL CONTROLLERS ALL NOTES OFF |
| PROGRAM CHANGE | TRUE NUMBER | o ***** | o 0-127 | |
| SYSTEM EXCLUSIVE | | x | o | |
| SYSTEM COMMON | : SONG POSITION : SONG SELECT : TUNE | x x x | x x x | |
| SYSTEM REAL TIME | : CLOCK : COMMANDS | o o | x x | START AND STOP ONLY |
| AUX MESSAGE | : LOCAL ON/OFF : ALL NOTES OFF : ACTIVE SENSING : RESET | x x o x | x x x x | |

Trouble shooting

| Problem | Reason |
|---|--|
| No sound or too low volume | Please confirm if the volume knob is set properly, and adjust the volume knob (MIX IN、PHONES、MASTER) . |
| | Check if the cable connecting audio source and power amplifier is connected correctly. User can change a cable to test. |
| | If a mixer is connected with reinforcement equipment, please use a good headphone to connect with the module. If there is sound, please check if the cable is connected well, or if the cable between mixer and reinforcement equipment is connected well. |
| Pad has no sound | Please confirm the cable between pad and module is connected well. |
| | Check the setting---if LOCAL is set to OFF. if LOCAL is set to OFF, the pad has no sound when being stroke. |
| | Check if the pad volume is set to 0. |
| CLICK has no sound | Check if the CLICK volume is set to 0. |
| DEMO SONG has no sound | Check if the DEMO SONG volume is set to 0. |
| The system can not identify USB | Check if the USB is good, or if USB is connected well with the module. It is recommended to use the USB below 32G. |
| The USB audio documents can not be played | The module now only supports MP3 & WMA format audio document. |
| | Please save the audio documents which this equipment supports to USB root directory. |
| Connecting MIDI equipment but no sound | Check if the MIDI cable for connection is good. |
| | Check if the connection port is connected well, if the module MIDI out connector and other MIDI equipment input connector are connected well, If module MIDI in connector and other MIDI equipment are connected well. |
| | Please check if the communication channel is correct. The module sets the communication channel is channel 10 |

Module specification

Max polyphony: 64

Display: Pixel320X240, large TFT

Voice: 408 drum and percussion voices +128 GM voices

Drum kit: 30 Preset drum kits + 20 User drum kits

Effects:

- 1) 2 band EQ setting (high/low) /GAIN adjustment
- 2) Reverb setting: 6 kinds of reverb setting (room1, room2, room3, hall1, hall2, plate) , REVERB ROOM 0-4/REVERB DEPTH 0-127/REVERB TIME 0-127/ FILTER 0-7

Audio sequencer:

- 1) One track recording 1000 notes
- 2) One track percussion recording can be output to USB.
- 3) Normal mode: 20 preset songs
Coach mode: 10 rhythm practice/10 snare practice /10 pattern practice
Level: 1-5 difficulty: 1-5

CLICK function:

- 1) Click voice: 4 kinds
- 2) Click tempo range: 30-250 adjustable
- 3) Click: 1/4-9/4
- 4) Click mute function

Connector:

Headphone stereo out connector (1/8"), MIX IN stereo connector (1/8"),
Audio out connector (1/4" L/mono R)、USB MIDI、USB COMPUTER、MIDI IN、
MIDI OUT connector

Extension:TOM4、CRASH2

Due to product updates, equipment parameters or appearance are subject to changes without prior notice

Drum kit list

| Number | Name | Number | Name |
|--------|-----------|--------|--------|
| 1 | ROCK | 16 | BLUES |
| 2 | FUNK/POP | 17 | CUBAN |
| 3 | JAZZ | 18 | BRUSH1 |
| 4 | LATIN | 19 | BRUSH2 |
| 5 | DANCE | 20 | LIVE |
| 6 | POP1 | 21 | ELE1 |
| 7 | POP2 | 22 | ELE2 |
| 8 | POP3 | 23 | GMDRUM |
| 9 | HARD ROCK | 24 | CNTRY |
| 10 | METAL | 25 | ORCH1 |
| 11 | FUNK1 | 26 | ORCH2 |
| 12 | FUNK2 | 27 | SONGGU |
| 13 | FUNK3 | 28 | WORLD |
| 14 | FUSION | 29 | PERC.1 |
| 15 | PUNK | 30 | PERC.2 |

VOICE

| KICK | |
|--------------|---------|
| 1 | KICK01 |
| 2 | KICK02 |
| 3 | KICK03 |
| 4 | KICK04 |
| 5 | KICK05 |
| 6 | KICK06 |
| 7 | KICK07 |
| 8 | KICK08 |
| 9 | KICK09 |
| 10 | KICK10 |
| 11 | KICK11 |
| 12 | KICK12 |
| 13 | KICK13 |
| 14 | KICK14 |
| 15 | KICK15 |
| 16 | KICK16 |
| 17 | KICK17 |
| 18 | KICK18 |
| 19 | KICK19 |
| 20 | KICK20 |
| 21 | KICK21 |
| 22 | KICK22 |
| 23 | KICK23 |
| 24 | KICK24 |
| 25 | KICK25 |
| 26 | KICK26 |
| 27 | KICK27 |
| 28 | KICK28 |
| 29 | KICK29 |
| 30 | KICK30 |
| 31 | KICK31 |
| 32 | KICK32 |
| 33 | KICK33 |
| 34 | KICK34 |
| 35 | KICK35 |
| 36 | KICK36 |
| 37 | KICK37 |
| 38 | KICK38 |
| 39 | KICK39 |
| SNARE | |
| 40 | SNARE01 |
| 41 | SNARE02 |
| 42 | SNARE03 |
| 43 | SNARE04 |
| 44 | SNARE05 |
| 45 | SNARE06 |
| 46 | SNARE07 |

| | |
|----|---------|
| 47 | SNARE08 |
| 48 | SNARE09 |
| 49 | SNARE10 |
| 50 | SNARE11 |
| 51 | SNARE12 |
| 52 | SNARE13 |
| 53 | SNARE14 |
| 54 | SNARE15 |
| 55 | SNARE16 |
| 56 | SNARE17 |
| 57 | SNARE18 |
| 58 | SNARE19 |
| 59 | SNARE20 |
| 60 | SNARE21 |
| 61 | SNARE22 |
| 62 | SNARE23 |
| 63 | SNARE24 |
| 64 | SNARE25 |
| 65 | SNARE26 |
| 66 | SNARE27 |
| 67 | SNARE28 |
| 68 | SNARE29 |
| 69 | SNARE30 |
| 70 | SNARE31 |
| 71 | SNARE32 |
| 72 | SNARE33 |
| 73 | SNARE34 |
| 74 | SNARE35 |
| 75 | SNRIM1 |
| 76 | SNRIM2 |
| 77 | SNRIM3 |
| 78 | SNRIM4 |
| 79 | SNRIM5 |
| 80 | SNRIM6 |
| 81 | SNRIM7 |
| 82 | SNRIM8 |
| 83 | SNRIM9 |
| 84 | SNRIM10 |
| 85 | SNRIM11 |
| 86 | SNRIM12 |
| 87 | SNRIM13 |
| 88 | SNRIM14 |
| 89 | SNRIM15 |
| 90 | ESNR1 |
| 91 | ESNR2 |
| 92 | ESNR3 |
| 93 | ESNR4 |
| 94 | ESNR5 |

| 95 | ESNR6 |
|--------------|-----------|
| 96 | ESNR7 |
| 97 | ESNR8 |
| 98 | ESNR9 |
| 99 | ESNR10 |
| HIHAT | |
| 100 | CLHIHAT1 |
| 101 | CLHIHAT2 |
| 102 | CLHIHAT3 |
| 103 | CLHIHAT4 |
| 104 | CLHIHAT5 |
| 105 | CLHIHAT6 |
| 106 | CLHIHAT7 |
| 107 | CLHIHAT8 |
| 108 | CLHIHAT9 |
| 109 | CLHIHAT10 |
| 110 | CLHIHAT11 |
| 111 | CLHIHAT12 |
| 112 | CLHIHAT13 |
| 113 | CLHIHAT14 |
| 114 | CLHIHAT15 |
| 115 | CLHIHAT16 |
| 116 | CLHIHAT17 |
| 117 | CLHIHAT18 |
| 118 | CLHIHAT19 |
| 119 | CLHIHAT20 |
| 120 | CLHIHAT21 |
| 121 | CLHIHAT22 |
| 122 | PDLHHT1 |
| 123 | PDLHHT2 |
| 124 | PDLHHT3 |
| 125 | PDLHHT4 |
| 126 | PDLHHT5 |
| 127 | PDLHHT6 |
| 128 | PDLHHT7 |
| 129 | PDLHHT8 |
| 130 | PDLHHT9 |
| 131 | PDLHHT10 |
| 132 | PDLHHT11 |
| 133 | PDLHHT12 |
| 134 | PDLHHT13 |
| 135 | PDLHHT14 |
| 136 | PDLHHT15 |
| 137 | PDLHHT16 |
| 138 | PDLHHT17 |
| 139 | PDLHHT18 |
| 140 | PDLHHT19 |
| 141 | PDLHHT20 |

| | |
|-----|-----------|
| 142 | PDLHHT21 |
| 143 | PDLHHT22 |
| 144 | OPNHHT1 |
| 145 | OPNHHT2 |
| 146 | OPNHHT3 |
| 147 | OPNHHT4 |
| 148 | OPNHHT5 |
| 149 | OPNHHT6 |
| 150 | OPNHHT7 |
| 151 | OPNHHT8 |
| 152 | OPNHHT9 |
| 153 | OPNHHT10 |
| 154 | OPNHHT11 |
| 155 | OPNHHT12 |
| 156 | OPNHHT13 |
| 157 | OPNHHT14 |
| 158 | OPNHHT15 |
| 159 | OPNHHT16 |
| 160 | OPNHHT17 |
| 161 | OPNHHT18 |
| 162 | OPNHHT19 |
| 163 | OPNHHT20 |
| 164 | OPNHHT21 |
| 165 | OPNHHT22 |
| 166 | HOPNHHT01 |
| 167 | HOPNHHT02 |
| 168 | HOPNHHT03 |
| 169 | HOPNHHT04 |
| 170 | HOPNHHT05 |
| 171 | HOPNHHT06 |
| 172 | HOPNHHT07 |
| 173 | HOPNHHT08 |
| 174 | HOPNHHT09 |
| 175 | HOPNHHT10 |
| 176 | HOPNHHT11 |
| 177 | HOPNHHT12 |
| 178 | LSHHT1 |
| 179 | LSHHT2 |
| 180 | LSHHT3 |
| 181 | LSHHT4 |
| 182 | LSHHT5 |
| 183 | LSHHT6 |
| 184 | LSHHT7 |
| 185 | LSHHT8 |
| 186 | LSHHT9 |
| 187 | LSHHT10 |
| 188 | LSHHT11 |
| 189 | LSHHT12 |

| | |
|---------------|---------|
| 190 | ELCHHT1 |
| 191 | ELCHHT2 |
| 192 | ELCHHT3 |
| 193 | ELCHHT4 |
| 194 | ELCHHT5 |
| 195 | ELCHHT6 |
| 196 | ELCHHT7 |
| 197 | ELCHHT8 |
| TOM | |
| 198 | TOMH1 |
| 199 | TOMH2 |
| 200 | TOMH3 |
| 201 | TOMH4 |
| 202 | TOMH5 |
| 203 | TOMH6 |
| 204 | TOMH7 |
| 205 | TOMH8 |
| 206 | TOMH9 |
| 207 | TOMM1 |
| 208 | TOMM2 |
| 209 | TOMM3 |
| 210 | TOMM4 |
| 211 | TOMM5 |
| 212 | TOMM6 |
| 213 | TOMM7 |
| 214 | TOMM8 |
| 215 | TOMM9 |
| 216 | TOML1 |
| 217 | TOML2 |
| 218 | TOML3 |
| 219 | TOML4 |
| 220 | TOML5 |
| 221 | TOML6 |
| 222 | TOML7 |
| 223 | TOML8 |
| 224 | TOML9 |
| 225 | TOME1 |
| 226 | TOME2 |
| 227 | TOME3 |
| 228 | TOME4 |
| 229 | TOME5 |
| 230 | TOME6 |
| 231 | TOME7 |
| CYMBAL | |
| 232 | CRASH1 |
| 233 | CRASH2 |
| 234 | CRASH3 |
| 235 | CRASH4 |
| 236 | CRASH5 |

| | |
|-----|---------|
| 237 | CRASH6 |
| 238 | CRASH7 |
| 239 | CRASH8 |
| 240 | CRASH9 |
| 241 | CRASH10 |
| 242 | CRASH11 |
| 243 | CRASH12 |
| 244 | CRASH13 |
| 245 | CRASH14 |
| 246 | CRASH15 |
| 247 | CRASH16 |
| 248 | CRASH17 |
| 249 | CRASH18 |
| 250 | CRASH19 |
| 251 | CRASH20 |
| 252 | CRASH21 |
| 253 | CRASH22 |
| 254 | CRASH23 |
| 255 | CRASH24 |
| 256 | CRASH25 |
| 257 | CRASH26 |
| 258 | CRASH27 |
| 259 | CRASH28 |
| 260 | CRASH29 |
| 261 | CRASH30 |
| 262 | CRASH31 |
| 263 | CRASH32 |
| 264 | CRASH33 |
| 265 | CRASH34 |
| 266 | CRASH35 |
| 267 | CRASH36 |
| 268 | RIDE1 |
| 269 | RIDE2 |
| 270 | RIDE3 |
| 271 | RIDE4 |
| 272 | RIDE5 |
| 273 | RIDE6 |
| 274 | RIDE7 |
| 275 | RIDE8 |
| 276 | RIDE9 |
| 277 | RIDE10 |
| 278 | RIDE11 |
| 279 | RIDE12 |
| 280 | RDBELL1 |
| 281 | RDBELL2 |
| 282 | RDBELL3 |
| 283 | RDBELL4 |
| 284 | RDBELL5 |
| 285 | RDBELL6 |

| | |
|-------------------|------------|
| 286 | RDBELL7 |
| 287 | RDBELL8 |
| 288 | RDBELL9 |
| 289 | RDBELL10 |
| 290 | RDBELL11 |
| 291 | RDBELL12 |
| 292 | ELCCRSH1 |
| 293 | ELCCRSH2 |
| 294 | ELCCRSH3 |
| 295 | ELCCRSH4 |
| 296 | ELCCRSH5 |
| 297 | ELCCRSH6 |
| PERCUSSION | |
| 298 | HI_Q |
| 299 | SLAP |
| 300 | SCRTCH1 |
| 301 | SCRTCH2 |
| 302 | STICK |
| 303 | SQ_CLICK |
| 304 | CLICK |
| 305 | BELL |
| 306 | CLAP1 |
| 307 | CLAP2 |
| 308 | CLAP3 |
| 309 | TAMBRINE |
| 310 | COWBELL1 |
| 311 | COWBELL2 |
| 312 | COWBELL3 |
| 313 | COWBELL4 |
| 314 | COWBELL5 |
| 315 | ECOWBELL1 |
| 316 | ECOWBELL2 |
| 317 | ECOWBELL3 |
| 318 | VSLAP |
| 319 | HIBONGO |
| 320 | LOBANGO |
| 321 | MUTECONGA1 |
| 322 | MUTECONGA2 |
| 323 | HICONGA1 |
| 324 | HICONGA2 |
| 325 | LOCONGA1 |
| 326 | LOCONGA2 |
| 327 | HSTIMBLH |
| 328 | TBLH3 |
| 329 | TBLH3 |
| 330 | HSTIMBL |
| 331 | TBL2 |
| 332 | TBL3 |
| 333 | HIAGOGO |

| | |
|-----|------------|
| 334 | LOAGOGO |
| 335 | CABASA |
| 336 | MARACAS |
| 337 | WHISTLE_S |
| 338 | WHISTLE_S2 |
| 339 | WHISTLE_L |
| 340 | WHISTLE_L2 |
| 341 | GUIRO_S |
| 342 | GUIRO_L |
| 343 | CLAVE1` |
| 344 | CLAVES |
| 345 | WBLK_H |
| 346 | WBLK_L |
| 347 | CUICA_M |
| 348 | CUICA_O |
| 349 | CUICA_O2 |
| 350 | MTRIANGLE |
| 351 | OTRIANGLE |
| 352 | SHKR1 |
| 353 | SHKR2 |
| 354 | JNGLBL |
| 355 | BLLTREE |
| 356 | CSTNTS1 |
| 357 | CSTNTS2 |
| 358 | SURDO_M |
| 359 | SURDO_O |
| 360 | TLKNDML |
| 361 | TLKNDMH |
| 362 | TABLA1 |
| 363 | TABLA2 |
| 364 | SNAP |
| 365 | AFRCHNDDM1 |
| 366 | AFRCHNDDM2 |
| 367 | AFRCHNDDM3 |
| 368 | CAJON1 |
| 369 | CAJON2 |
| 370 | CAJON3 |
| 371 | TMPNI1 |
| 372 | TMPNI2 |
| 373 | GONG_LO |
| 374 | ELCLICKH |
| 375 | ELCLICKL |
| 376 | TAIKO |
| 377 | TAIKOS |
| 378 | BELL |
| 379 | BAN |
| 380 | SIGU |
| 381 | TANGGU1 |
| 382 | TANGGU2 |

| | |
|-----|---------|
| 383 | GONG1 |
| 384 | PIATTI1 |
| 385 | SMGONG1 |
| 386 | SMGONG2 |
| 387 | GONG2 |
| 388 | GONG3 |
| 389 | PIATTIM |

| | |
|-----|----------|
| 390 | JUNKMAN |
| 391 | BOLLY |
| 392 | ESCRACH |
| 393 | PING |
| 394 | MONO |
| 395 | MACHINE1 |
| 396 | ESHAKR |

| | |
|-----|------------|
| 397 | ELCLICK3 |
| 398 | TRNNAROUND |
| 399 | DOWN |
| 400 | VOCAL_1 |
| 401 | VOCAL_2 |
| 402 | VOCAL_3 |
| 403 | VOCAL_4 |

| | |
|-----|---------|
| 404 | VOCAL_5 |
| 405 | VOCAL_6 |
| 406 | VOCAL_7 |
| 407 | VOCAL_8 |
| 408 | VOCAL_9 |
| | |
| | |

GM drum kit list

| Note No. | Standard name | Voice No. | Voice Name |
|----------|--------------------|-----------|-----------------|
| 27—D#1 | High Q | 311 | High Q |
| 28 E1 | Slap | 312 | SLAP |
| 29—F1 | Scratch Push | 313 | SCRATCH PUSH |
| 30—F#1 | Scratch Pull | 314 | SCRATCH PULL |
| 31—G1 | Sticks | 315 | STICKS |
| 32—G#1 | Square Click | 316 | Square Click |
| 33—A1 | Metronome Click | 317 | METRONOME CLICK |
| 34—A#1 | Metronome Bell | 318 | METRONOME BELL |
| 35—B1 | Acoustic Bass Drum | 1 | KICKN1 |
| 36—C2 | Bass Drum 1 | 14 | KICK6 |
| 37—C#2 | Side Stick | 169 | SD_STK3 |
| 38—D2 | Acoustic Snare | 132 | GMSN |
| 39—D#2 | Hand Clap | 360 | CLAP1 |
| 40—E2 | Electric Snare | 165 | ESN_1 |
| 41—F2 | Low Floor Tom | 202 | TOMMSTD |
| 42—F#2 | Closed Hi Hat | 50 | CHH_STD |
| 43—G2 | High Floor Tom | 199 | TOM8 |
| 44—G#2 | Pedal Hi-Hat | 100 | PHHN3 |
| 45—A2 | Low Tom | 192 | TOM1 |
| 46—A#2 | Open Hi-Hat | 89 | OHH_STD |
| 47—B2 | Low-Mid Tom | 198 | TOM7 |
| 48—C3 | Hi-Mid Tom | 197 | TOM6 |
| 49—C#3 | Crash Cymbal 1 | 234 | CRSHN01 |
| 50—D3 | High Tom | 194 | TOM3 |
| 51—D#3 | Ride Cymbal 1 | 265 | RIDEN1 |
| 52—E3 | Chinese Cymbal | 299 | CNCYMBAL |
| 53—F3 | Ride Bell | 279 | RBLL_STD |
| 54—F#3 | Tambourine | 446 | TMBRN1 |
| 55—G3 | Splash Cymbal | 293 | SPLSH1 |
| 56—G#3 | Cowbell | 375 | COWBLL12 |
| 57—A3 | Crash Cymbal 2 | 237 | CRASHN04 |
| 58—A#3 | Vibraslap | 450 | VSPL1 |
| 59—B3 | Ride Cymbal 2 | 267 | RIDEN03 |
| 60—C4 | Hi Bongo | 385 | HIBNGO1 |
| 61—C#4 | Low Bongo | 390 | LOBNGO1 |
| 62—D4 | Mute Hi Conga | 420 | MHCNGA01 |
| 63—D#4 | Open Hi Conga | 430 | OHCNGA01 |
| 64—E4 | Low Conga | 417 | LOCNGA1 |
| 65—F4 | High Timbale | 394 | HTMBL1 |
| 66—F#4 | Low Timbale | 406 | LO_TMB5 |
| 67—G4 | High Agogo | 377 | HAGOGO1 |
| 68—G#4 | Low Agogo | 381 | LAGOGO1 |
| 69—A4 | Cabasa | 349 | CABASA1 |
| 70—A#4 | Maracas | 441 | MRCAS1 |
| 71—B4 | Short Whistle | 413 | SWHSL1 |
| 72—C5 | Long Whistle | 411 | LWHSL1 |

| | | | |
|--------|----------------|-----|------------|
| 73—C#5 | Short Guiro | 410 | SGUIRO |
| 74—D5 | Long Guiro | 409 | LGUIRO |
| 75—D#5 | Claves | 363 | CLV |
| 76—E5 | Hi Wood Block | 407 | HWBLK |
| 77—F5 | Low Wood Block | 408 | LWBLK |
| 78—F#5 | Mute Cuica | 415 | MCUICA |
| 79—G5 | Open Cuica | 416 | OCUICA |
| 80—G#5 | Mute Triangle | 443 | MTRNGL |
| 81—A5 | Open Triangle | 444 | OPNTRNGL |
| 82—A#5 | Shaker | 321 | SHAKER |
| 83—B5 | Jingle Bell | 322 | JINGLEBELL |
| 84—C6 | Bell Tree | 348 | BELLTREE |
| 85—C#6 | Castanets | 323 | CASTANETS |
| 86—D6 | Mute Surdo | 324 | MUTESURDO |
| 87—D#6 | Open Surdo | 320 | OPNSURDO |

DEMO SONG LIST

| Number | Name | Meter | Tempo |
|---------|--------------|-------|-------|
| DEMO 01 | POP ROCK | 4/4 | 100 |
| DEMO 02 | FUNK1 | 4/4 | 120 |
| DEMO 03 | FUNK2 | 4/4 | 159 |
| DEMO 04 | ROCK BLUES1 | 4/4 | 128 |
| DEMO 05 | ROCK BLUES2 | 4/4 | 105 |
| DEMO 06 | BLUES | 4/4 | 64 |
| DEMO 07 | HARD ROCK | 4/4 | 138 |
| DEMO 08 | ROCK | 4/4 | 140 |
| DEMO 09 | METAL | 4/4 | 120 |
| DEMO 10 | POP | 4/4 | 100 |
| DEMO 11 | SOUL | 4/4 | 82 |
| DEMO 12 | FUSION | 4/4 | 110 |
| DEMO 13 | COUNTRY | 4/4 | 120 |
| DEMO 14 | COUNTRY FOLK | 4/4 | 108 |
| DEMO 15 | FOLK | 4/4 | 140 |
| DEMO 16 | JAZZ | 4/4 | 130 |
| DEMO 17 | ROCK | 4/4 | 145 |
| DEMO 18 | REGGAE | 4/4 | 110 |
| DEMO 19 | BOSSA | 4/4 | 120 |
| DEMO 20 | WALTZ | 3/4 | 140 |

Coach mode practice song list

| Number | Name | Meter | Tempo | Measure |
|----------------|---------|-------|-------|---------|
| RHYTHM | | | | |
| 1 | RTHM 01 | 4/4 | 120 | 4 |
| 2 | RTHM 02 | 4/4 | 100 | 4 |
| 3 | RTHM 03 | 4/4 | 68 | 4 |
| 4 | RTHM 04 | 4/4 | 107 | 4 |
| 5 | RTHM 05 | 4/4 | 106 | 4 |
| 6 | RTHM 06 | 4/4 | 106 | 4 |
| 7 | RTHM 07 | 4/4 | 130 | 4 |
| 8 | RTHM 08 | 4/4 | 130 | 4 |
| 9 | RTHM 09 | 4/4 | 130 | 4 |
| 10 | RTHM 10 | 4/4 | 105 | 4 |
| BEAT | | | | |
| 1 | BEAT 01 | 4/4 | 100 | 4 |
| 2 | BEAT 02 | 4/4 | 100 | 4 |
| 3 | BEAT 03 | 4/4 | 100 | 4 |
| 4 | BEAT 04 | 4/4 | 100 | 4 |
| 5 | BEAT 05 | 4/4 | 100 | 4 |
| 6 | BEAT 06 | 4/4 | 100 | 4 |
| 7 | BEAT 07 | 4/4 | 100 | 4 |
| 8 | BEAT 08 | 4/4 | 100 | 4 |
| 9 | BEAT 09 | 4/4 | 100 | 4 |
| 10 | BEAT 10 | 3/4 | 100 | 4 |
| PATTERN | | | | |
| 1 | PTTN 01 | 4/4 | 108 | 4 |
| 2 | PTTN 02 | 4/4 | 108 | 4 |
| 3 | PTTN 03 | 4/4 | 98 | 4 |
| 4 | PTTN 04 | 4/4 | 160 | 4 |
| 5 | PTTN 05 | 4/4 | 125 | 4 |
| 6 | PTTN 06 | 4/4 | 130 | 4 |
| 7 | PTTN 07 | 4/4 | 113 | 4 |
| 8 | PTTN 08 | 4/4 | 131 | 4 |
| 9 | PTTN 09 | 4/4 | 125 | 4 |
| 10 | PTTN 10 | 3/4 | 100 | 4 |

Service information

If you have a problem with your Carlsbro product or think it has developed a fault you should first carefully check the Trouble Shooting section in this guide. If this does not solve the problem or if the product is physically damaged, contact your local dealer or distributor for service details.

Should it be recommended you return the product to your nearest Carlsbro Service Centre you must first contact them.

You will be asked for the product type and serial number. You will then be given a returns Authorisation (RA) number. Pack the unit in its original carton to protect it from shipping damage.

You must have the Returns Authorisation number clearly marked on the outside of the carton or we may refuse the delivery.

Carlsbro cannot be held responsible for damage resulting from the equipment being packed incorrectly.

Label the equipment clearly with your name and address and include a clear description of the fault. The more information you supply helps the service engineer, minimising repair cost when out of warranty.

Please write your serial number here for future reference.

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