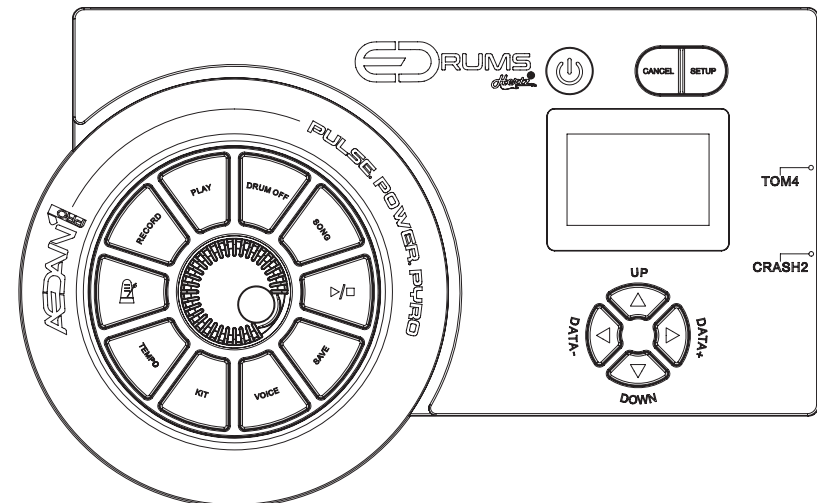


OWNER'S GUIDE

Module: **AEDAN¹** PRO



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 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 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 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 (uinyl 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.

ECNJG2508014

DEMO SONG LIST

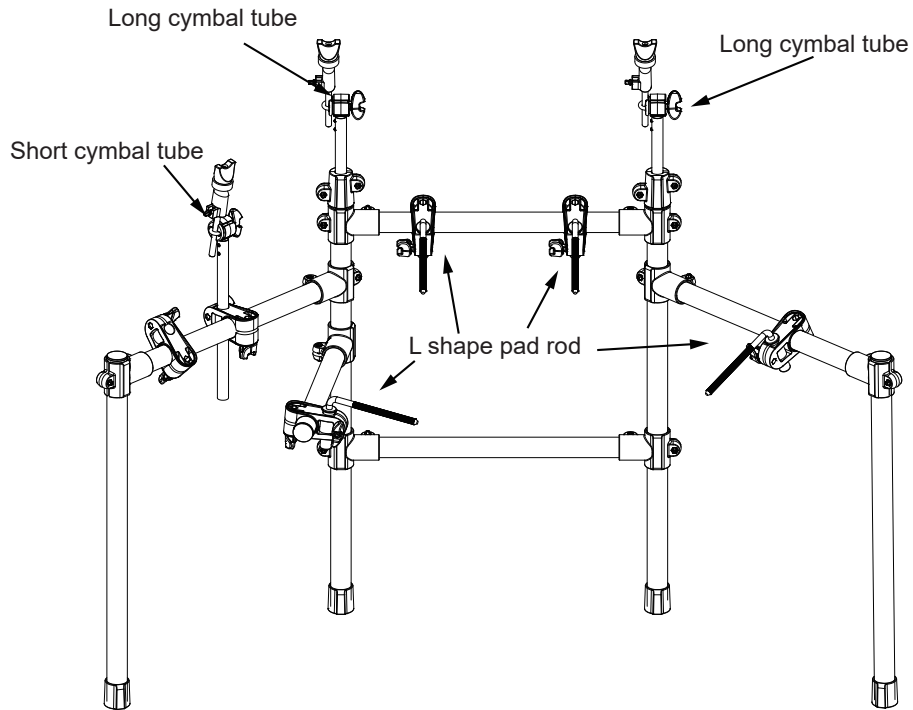
Number	Name	Meter	Tempo
DEMO 01	POP ROCK	4/4	90
DEMO 02	FUNK	4/4	110
DEMO 03	SHUFFLE	4/4	117
DEMO 04	SHUFFLE	4/4	128
DEMO 05	ROCKBLUES	4/4	105
DEMO 06	ROCK	2/4	120
DEMO 07	ROCK	4/4	138
DEMO 08	DANCE	2/4	140
DEMO 09	POP	4/4	123
DEMO 10	POP	4/4	100
DEMO 11	POP	4/4	82
DEMO 12	POP	4/4	159
DEMO 13	COUNTRY	4/4	120
DEMO 14	COUNTRY	4/4	108
DEMO 15	SWING	4/4	140
DEMO 16	WALTZ	3/4	180
DEMO 17	BOSSA	4/4	120
DEMO 18	RAGGE	4/4	110
DEMO 19	LATIN	4/4	180
DEMO 20	FLAMINGO	4/4	110

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Adjust pad sensitivity	19		
Adjust triggering mask time	19		
Adjust signal attenuation	20		

ASSEMBLY GUIDE

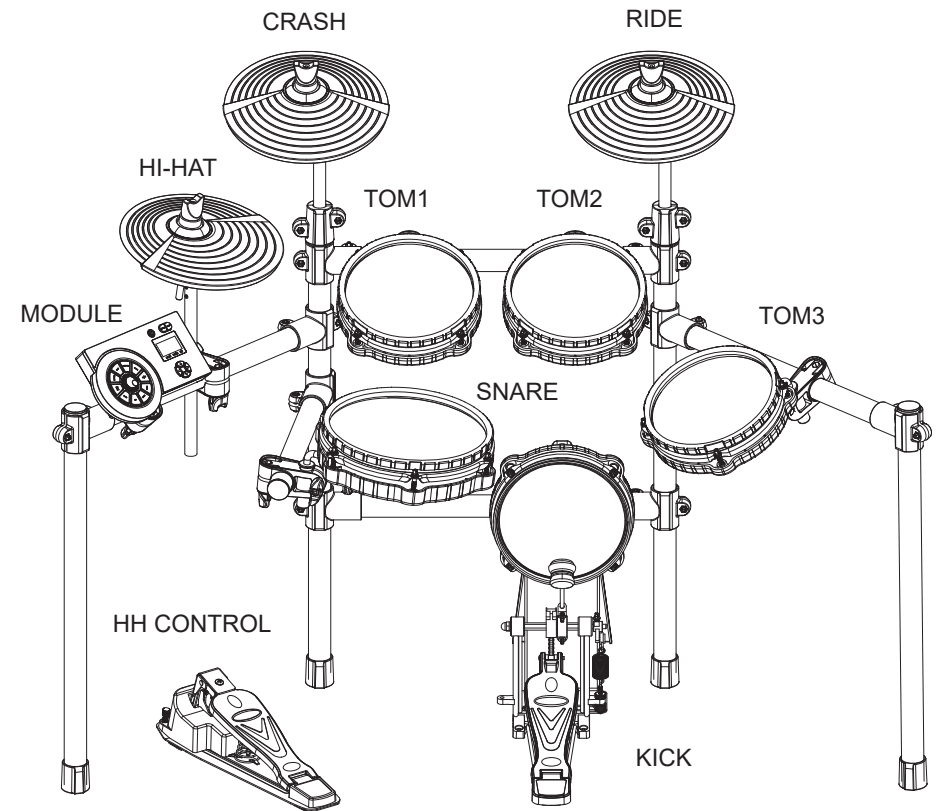
1. Set up the drum stand.
2. Put the long cymbal tube/short cymbal tube/L shape pad rod into the drum stand.



3. Put the pads/cymbal/module to the relative position.

330	LTBL01	372	CHEND8	414	GADAS5
331	LTBL02	373	GNJRA1	415	GADAS6
332	LTBL03	374	GNJRA2	416	GADAS7
333	LTBL04	375	GNJRA3	417	GADAS8
334	LTBL05	376	GATAM1	418	DUKK11
335	DOLK01	377	GATAM2	419	DUKK12
336	DOLK02	378	GATAM3	420	TNTAN1
337	DOLK03	379	GATAM4	421	TNTAN2
338	DOLK04	380	GATAM5	422	TNTAN3
339	DOLK05	381	GATAM6	423	TNTAN4
340	DOLK06	382	GATAM7	424	TNTAN5
341	DOLK07	383	GATAM8	425	UDUK11
342	DOLK08	384	KHOLE1	426	UDUK12
343	DOLK09	385	KHOLE2	427	UDUK13
344	DOLK10	386	KHOLE3	428	UDUK14
345	DFFL01	387	KHOLE4	429	UDUK15
346	DFFL02	388	TAVIL1	430	UDUK16
347	DFFL03	389	TAVIL2	431	MDHN01
348	DFFL04	390	TAVIL3	432	MDHN02
349	DFFL05	391	TAVIL4	433	MDHN03
350	DFFL06	392	TAVIL5	434	MDHN04
351	DFFL07	393	TAVIL6	435	MDHN05
352	DFFL08	394	TAVIL7	436	MDHN06
353	DFFL09	395	PAMBA1	437	MDHN07
354	DFFL10	396	PAMBA2	438	MDHN08
355	URUM01	397	PAMBA3	439	MDHN09
356	URUM02	398	PAMBA4	440	KNNKL1
357	URUM03	399	PAMBA5	441	KNNKL2
358	URUM04	400	BIRD01	442	KNNKL3
359	URUM05	401	BIRD02	443	KNNKL4
360	URUM06	402	FILL01	444	MADHL1
361	DFFH01	403	FILL02	445	MADHL2
362	DFFH02	404	SLNGAI	446	MADHL3
363	DFFH03	405	SHKERL	447	LOOP01
364	DFFH04	406	SHKERS	448	LOOP02
365	CHEND1	407	PATTRN	449	LOOP03
366	CHEND2	408	BELL_L	450	LOOP04
367	CHEND3	409	BELL_S		
368	CHEND4	410	GADAS1		
369	CHEND5	411	GADAS2		
370	CHEND6	412	GADAS3		
371	CHEND7	413	GADAS4		

247	ECOWBELL	289	HI TALKINGDRUM
248	VBRASLAP	290	SNAP
249	HIBANGO	291	DJEMBE1
250	LOBANGO	292	DJEMBE2
251	MUTEDCONGA1	293	DJEMBE3
252	MUTEDCONGA2	294	CAJON1
253	HICONGA1	295	CAJON2
254	HICONGA2	296	CAJON3
255	LOWCONGA1	297	TIMPANI1
256	LOWCONGA2	298	TIMPANI2
257	HITIMBALE1	299	LO GONG
258	HITIMBALE2	300	ECLCKHI
259	LOWTIMBALE1	301	ECLCKLO
260	LOWTIMBALE2	302	TAIKO
261	HIAGOGO	303	TAIKO RIM
262	LOAGOGO	304	JUNKMAN
263	CABASA	305	BOLLY
264	MARACS	306	ESCRCH
265	SHORT WHITSLE1	307	PING
266	SHORT WHITSLE2	308	MONO
267	LONG WHITSLE1	309	MACHNE
268	LONG WHITSLE2	310	ESHAKR
269	GUIRO SHORT	311	ECLCK
270	GUIRO LONG	312	TURNAROUND
271	CLAVE1	313	DOWN
272	CLAVE2	314	VOCAL1
273	HI WOODBLOCK	315	VOCAL2
274	LOW WOODBLOCK	316	VOCAL3
275	MUTED CUICA	317	VOCAL4
276	OPEN CUICA1	318	VOCAL5
277	OPEN CUICA2	319	VOCAL6
278	MUTED TRIANGLE	320	VOCAL7
279	OPEN TRIANGLE	321	VOCAL8
280	SHAKER1	INDIAN PERCUSSION	
281	SHAKER2	322	TABL01
282	JINGLEBELL	323	TABL02
283	BELLTREE	324	TABL03
284	CASTANETS1	325	TABL04
285	CASTANETS2	326	TABL05
286	MUTED SURDO	327	TABL06
287	OPEN SURDO	328	TABL07
288	LOW TALKINGDRUM	329	TABL08



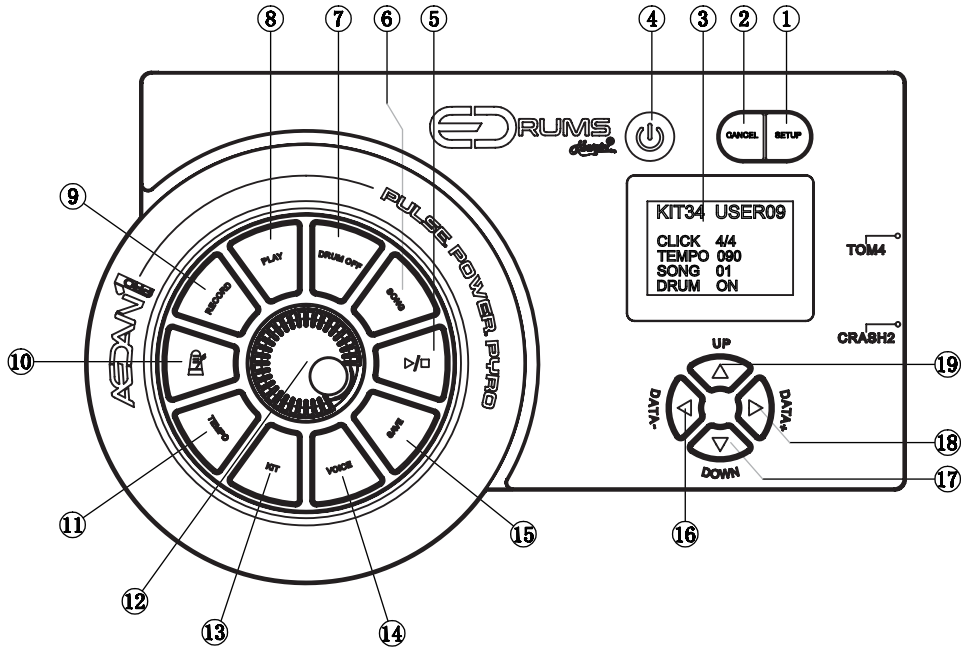
CONNECTION

Note

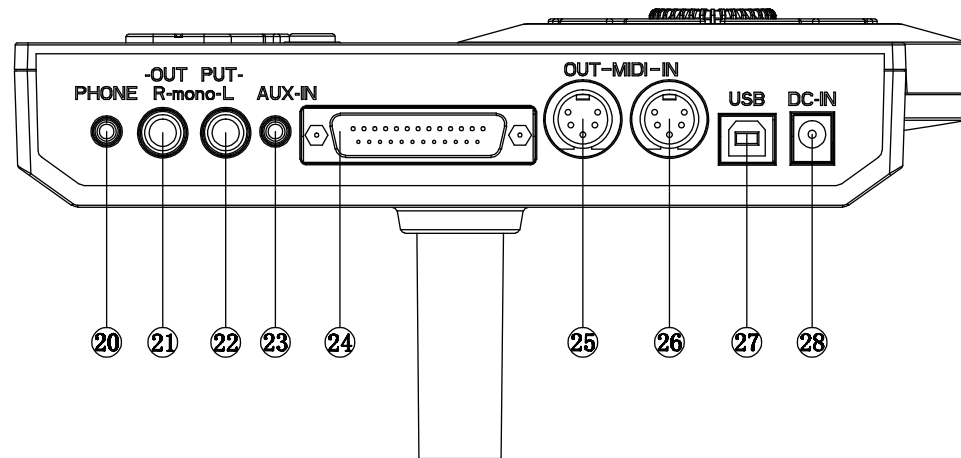
When connecting the pads and audio source box, turn off the power switch,
Please, otherwise it will destroy the drum kit!

FUNCTION BUTTON DESCRIPTION

Front panel



Rear panel

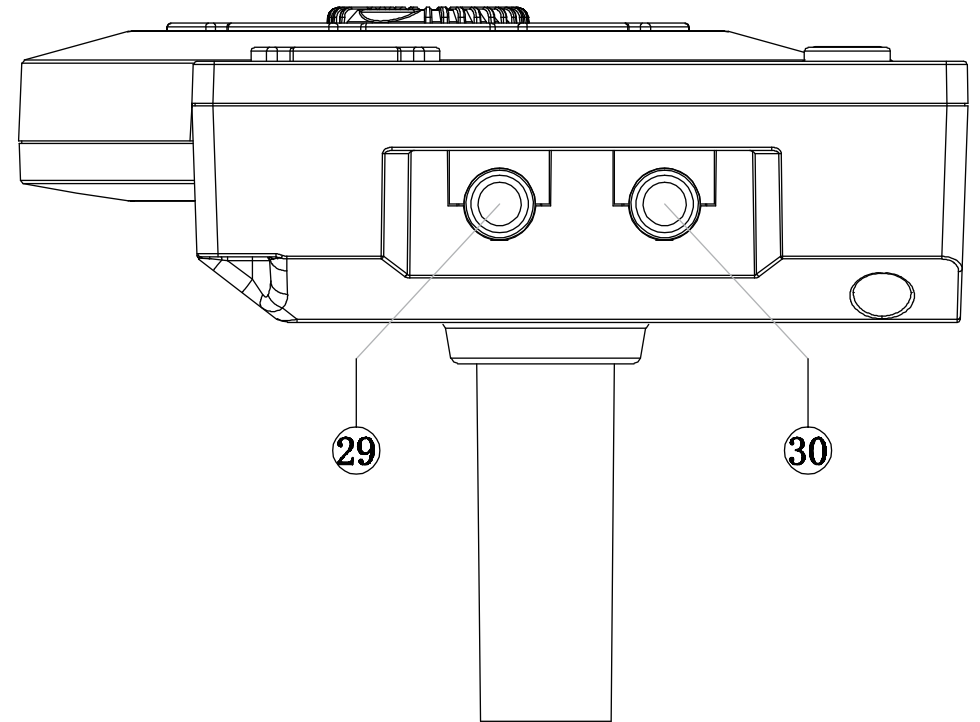



124	OPENHIHA T02	165	HITOM8	206	RIDE01
125	OPENHIHA T03	166	MIDTOM1	207	RIDE02
126	OPENHIHA T04	167	MIDTOM2	208	RIDE03
127	OPENHIHA T05	168	MIDTOM3	209	RIDE04
128	OPENHIHA T06	169	MIDTOM4	210	RIDE05
129	OPENHIHA T07	170	MIDTOM5	211	RIDE06
130	OPENHIHA T08	171	MIDTOM6	212	RIDE07
131	OPENHIHA T09	172	MIDTOM7	213	RIDE08
132	OPENHIHA T10	173	MIDTOM8	214	RIDE09
133	OPENHIHA T11	174	LOTOM1	215	RIDE10
134	OPENHIHA T12	175	LOTOM2	216	RIDEBELL01
135	OPENHIHA T13	176	LOTOM3	217	RIDEBELL02
136	OPENHIHA T14	177	LOTOM4	218	RIDEBELL03
137	OPENHIHA T15	178	LOTOM5	219	RIDEBELL04
138	HALFHIHA T1	179	LOTOM6	220	RIDEBELL05
139	HALFHIHA T2	180	LOTOM7	221	RIDEBELL06
140	HALFHIHA T3	181	LOTOM8	222	RIDEBELL07
141	HALFHIHA T4	182	ETOM1	223	RIDEBELL08
142	HALFHIHA T5	183	ETOM2	224	RIDEBELL09
143	HALFHIHA T6	184	ETOM3	225	RIDEBELL10
144	LOOSHIHA T1	185	ETOM4	226	ECRASH1
145	LOOSHIHA T2	186	ETOM5	227	ECRASH2
146	LOOSHIHA T3	187	ETOM6	228	ECRASH3
147	LOOSHIHA T4	CYMBAL		229	ECRASH4
148	LOOSHIHA T5	188	CRASH01	230	ECRASH5
149	LOOSHIHA T6	189	CRASH02	231	ECRASH6
150	EHIHA T1	190	CRASH03	PERCUSSION	
151	EHIHA T2	191	CRASH04	232	NAME
152	EHIHA T3	192	CRASH05	233	HI Q
153	EHIHA T4	193	CRASH06	234	SLAP
154	EHIHA T5	194	CRASH07	235	SCRATCH1
155	EHIHA T6	195	CRASH08	236	SCRATCH2
156	EHIHA T7	196	CRASH09	237	STICK
157	EHIHA T8	197	CRASH10	238	SQCLCK
TOM		198	CRASH11	239	CLICK
158	HITOM1	199	CRASH12	240	BELL
159	HITOM2	200	CRASH13	241	CLAP
160	HITOM3	201	CRASH14	242	TAMBRINE
161	HITOM4	202	CRASH15	243	COWBELL 1
162	HITOM5	203	CRASH16	244	COWBELL 2
163	HITOM6	204	CRASH17	245	COWBELL 3
164	HITOM7	205	CRASH18	246	COWBELL 4

VOICE LIST

KICK		41	SNARE21	83	SNARERIM08
1	KICK01	42	SNARE22	84	SNARERIM09
2	KICK02	43	SNARE23	85	SNARERIM10
3	KICK03	44	SNARE24	86	ESNARE01
4	KICK04	45	SNARE24	87	ESNARE02
5	KICK05	46	SNARE26	88	ESNARE03
6	KICK06	47	SNARE27	89	ESNARE04
7	KICK07	48	SNARE28	90	ESNARE05
8	KICK08	49	SNARE29	91	ESNARE06
9	KICK09	50	SNARE30	92	ESNARE07
10	KICK10	51	SNARE31	HIHAT	
11	KICK11	52	SNARE32	93	CLOSEHIHAT01
12	KICK12	53	SNARE33	94	CLOSEHIHAT02
13	KICK13	54	SNARE34	95	CLOSEHIHAT03
14	KICK14	55	SNARE35	96	CLOSEHIHAT04
15	KICK15	56	SNARE36	97	CLOSEHIHAT05
16	KICK16	57	SNARE37	98	CLOSEHIHAT06
17	KICK17	58	SNARE38	99	CLOSEHIHAT07
18	KICK18	59	SNARE39	100	CLOSEHIHAT08
19	KICK19	60	SNARE40	101	CLOSEHIHAT09
20	KICK20	61	SNARE41	102	CLOSEHIHAT10
SNARE		62	SNARE42	103	CLOSEHIHAT11
21	SNARE01	63	SNARE43	104	CLOSEHIHAT12
22	SNARE02	64	SNARE44	105	CLOSEHIHAT13
23	SNARE03	65	SNARE45	106	CLOSEHIHAT14
24	SNARE04	66	SNARE46	107	CLOSEHIHAT15
25	SNARE05	67	SNARE47	108	PEDALHIHAT01
26	SNARE06	68	SNARE48	109	PEDALHIHAT02
27	SNARE07	69	SNARE49	110	PEDALHIHAT03
28	SNARE08	70	SNARE50	111	PEDALHIHAT04
29	SNARE09	71	SNARE51	112	PEDALHIHAT05
30	SNARE10	72	SNARE52	113	PEDALHIHAT06
31	SNARE11	73	SNARE53	114	PEDALHIHAT07
32	SNARE12	74	SNARE54	115	PEDALHIHAT08
33	SNARE13	75	SNARE55	116	PEDALHIHAT09
34	SNARE14	76	SNARERIM01	117	PEDALHIHAT10
35	SNARE15	77	SNARERIM02	118	PEDALHIHAT11
36	SNARE16	78	SNARERIM03	119	PEDALHIHAT12
37	SNARE17	79	SNARERIM04	120	PEDALHIHAT13
38	SNARE18	80	SNARERIM05	121	PEDALHIHAT14
39	SNARE19	81	SNARERIM06	122	PEDALHIHAT15
40	SNARE20	82	SNARERIM07	123	OPENHIHAT01

Side Panel



NO.	NAME	DESCRIPTION
1	SETUP	Enter the menu setting interface
2	CANCEL	Exit the current operation and return to the previous interface
3	LCD display	LCD display: content of menu
4	POWER	Power switch (long press to turn off)
5	▶ ■	Start/stop DEMO SONG playing
6	SONG	Enter the DEMO SONG setting interface
7	DRUM OFF	Drum track playback control, LED lights up means off and goes off means on
8	PLAY	Press once to play the recording sound/press the second time to stop
9	RECORD	Enter the recording waiting state, hit any pad to start the recording , button light flashing
10		Metronome play switch
11	TEMPO	Quick access to speed adjustment
12	MASTER LEVEL	Adjust the master volume
13	KIT	Quick access to the KIT home page
14	VOICE	Enter the voice page
15	SAVE	Save current settings
16	DATA-	Editor the parameters
17	DOWN	Next menu options
18	DATA+	Editor the parameters
19	UP	Former Menu options
20	PHONE	Stereo headphone output connector
21	R OUTPUT	Audio output of right channel and LOOUTPUT constitute stereo output
22	L(MONO) OUTPUT	Left channel output, can be separately connected to the drum amplifier via mono - channel cable
23	AUX IN	Connect to a digital audio player or as listening input for live performance
24	TRIGGERS IN	Drum signal input port
25	MIDI OUT	Connect to other MIDI input interfaces with MIDI devices
26	MIDI IN	Connect to other MIDI output interfaces with MIDI devices
27	USB	Connect with PC connector(MIDI input/output or software update via USB)
28	DC IN	Power adapter port: 12V 1A
29	CRASH2	Connect with CRASH2
30	TOM4	Connect with TOM4

DRUM KIT LIST

No.	Name	No.	Name
KIT01	ROCK	KIT30	USER04
KIT02	FUNK/POP	KIT31	USER05
KIT03	METAL	KIT32	USER06
KIT04	JAZZ	KIT33	USER07
KIT05	LATIN	KIT34	USER08
KIT06	DANCE	KIT35	USER09
KIT07	POP1	KIT36	USER10
KIT08	HARD ROCK	KIT37	USER11
KIT09	FUNK1	KIT38	USER12
KIT10	FUNK2	KIT39	USER13
KIT11	HIP-HOP	KIT40	USER14
KIT12	BRUSH1	KIT41	USER15
KIT13	ELECTRONIC	KIT42	USER16
KIT14	CNTRY	KIT43	USER17
KIT15	ORCH1	KIT44	USER18
KIT16	PERCUSSION	KIT45	USER19
KIT17	INDIAN01	KIT46	USER20
KIT18	INDIAN02	KIT47	USER21
KIT19	INDIAN03	KIT48	USER22
KIT20	INDIAN04	KIT49	USER23
KIT21	INDIAN05	KIT50	USER24
KIT22	INDIAN06	KIT51	USER25
KIT23	INDIAN07	KIT52	USER26
KIT24	INDIAN08	KIT53	USER27
KIT25	INDIAN09	KIT54	USER28
KIT26	INDIAN10	KIT55	USER29
KIT27	USER01	KIT56	USER30
KIT28	USER02	KIT57	USER31
KIT29	USER03	KIT58	USER32

AUDIO SOURCE SPECIFICATIONS

POLYPHONY: 64

Display: lattice 128 X 64 LCD

VOICE: 450 drum and other percussion voices

DRUM KITS: 26 preset drum kits + 32 user drum kits

Effect:

- 1) 2 stage EQ setting (high/low) /GAIN adjustment
- 2) Reverb setting, 6 reverberation field Settings (room 1, room 2, room 3, hall 1, hall 2, plate), reverberation size 0-4/ reverberation time value 0-127

SEPUENCER:

- 1) Single track recording 1000 notes
- 2) Normal mode: 20 preset song

TEMPO FUNCTION:

- 1) Tempo tone:3 kinds
- 2) Adjustable range:30--250
- 3) Tempo:1/2-9/8

CONNECTION:

Headphone stereo output (1/8")、AUX INPUT stereo port (1/8")

Audio output interface LMONO OUT(1/4")、R OUT(1/4")、

Sensor interface (D-SUB 25P)

MIDI IN/MIDI OUT Interface (standard 5-pin port)

USB Data interface (USB B-type interface)

Extension:CRASH2、TOM4(1/4")

Battery power supply interface

*** The specification is subject to change without prior notice. ***

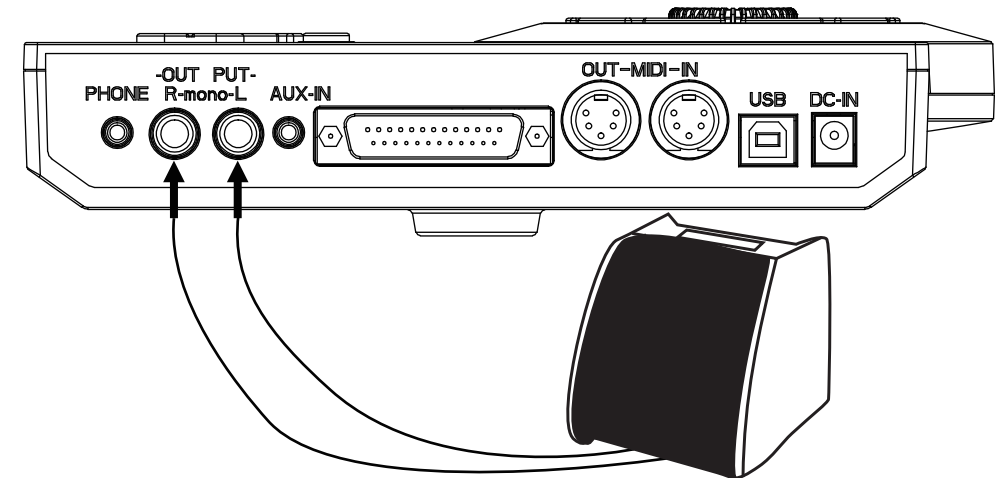
CONNECT WITH EXTERNAL DEVICES

Connect to audio system or amplifier

When connecting with audio system or drum amplifier, connect one end of the audio cable with the module OUTPUT: R L/mono, and the other end with the audio system or drum amplifier.

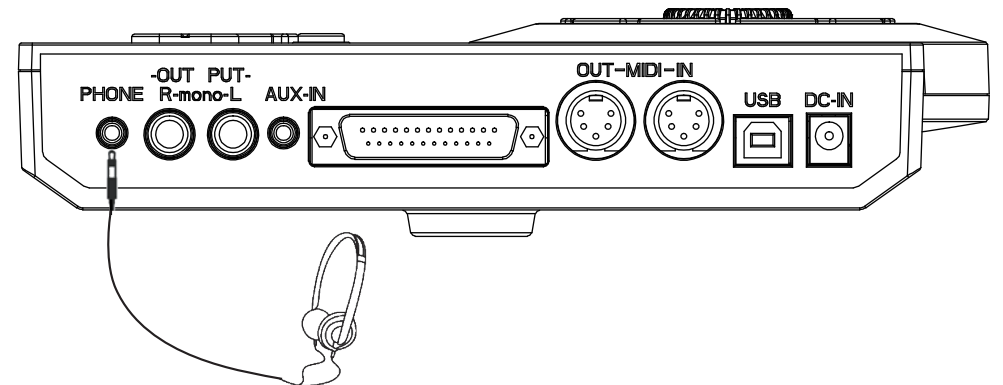
Note:

1. Plug into L/mono connector when connecting with mono audio device.
2. Plug into L/mono and R connectors when connecting with stereo device. The output volume can be adjusted via the master volume knob on the module or that on the audio device.



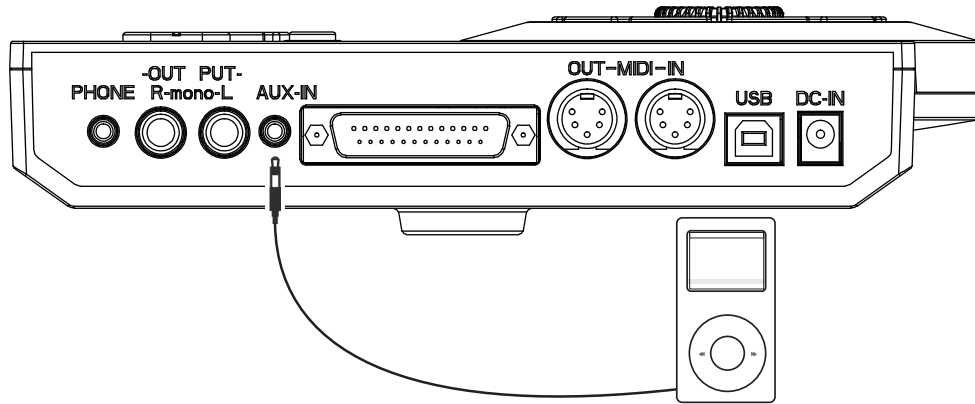
Connect to headphones

The module has 1/8" stereo headphone connector, the volume is controlled by the master volume knob on the module



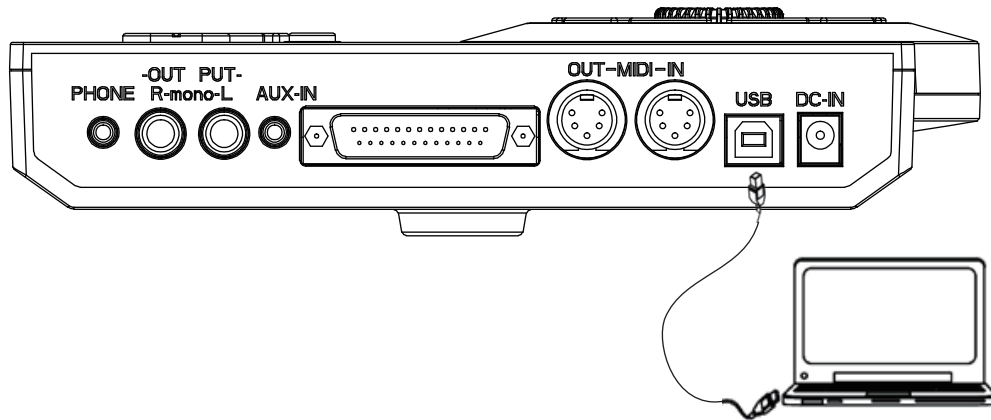
Connect to MP3 or CD player

Connect the output of MP3 or CD player or other audio sources with AUX. IN connector. The volume can be adjusted by the master volume control knob on the module. The input signal can be mixed with the drum signal, strike the pads according to the rhythm of the input signal.



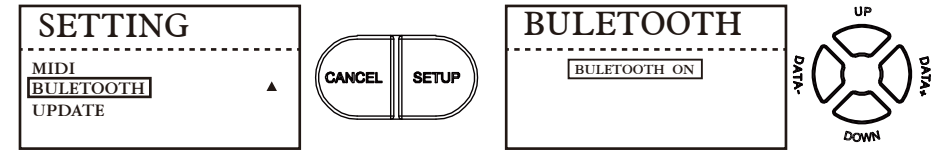
Connect with computer

1. Connect the computer via USB cable when it's powered off
2. Turn on the computer and then turn on the device, when the connection is successful, you can receive and send MIDI information.



BLUETOOTH AUDIO

Turn on the power of the module, Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select DRUM OPTION, then press **【SETUP】** to enter BULETOOTH menu, Use **【DATA+】** or **【DATA-】** to adjust the Bluetooth on or off .



search for EDRUM on the Bluetooth of the mobilephone. After connecting, the mobile phone audio will be transmitted through the module.

BLUETOOTH MIDI

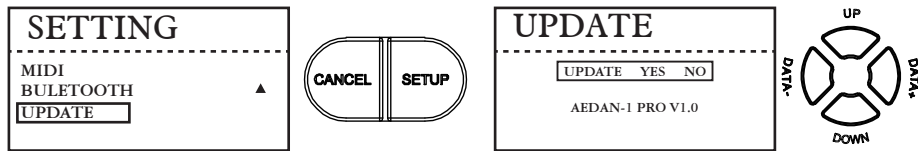
- 1). BLUETOOTH MIDI of the module is automatically turned on, and users can search and connect with MIDI devices.
- 2).BLUETOOTH MIDI data transmission for MIDI communication with connected equipment.



TROUBLE SHOOTING


Problem	Reason or solution
No sound / sound is too low	1. Make sure the volume knob is set correctly and adjust the volume knob
	2. Check whether the audio cable between the audio source and the power amplifier or other playback equipment is connected correctly. Replace the cable to test.
	3. If you are connecting to the audio device through the mixer, please insert a good earphone into the headphone output jack of the audio source. If there is sound, please check whether the cable is normal, the Settings and connections of the mixer and audio equipment normal?
No sound on the external drum pad	1. Please make sure that the connecting wire between the drum pad and the host machine is connected correctly and in place.
	2. Check whether setting "LOCAL" to "OFF". If setting to "OFF", there is no sound output on the drum pad.
	3. Check whether the corresponding drum volume is set to 0.
No sound on the metronome	Whether the metronome volume is 0
No sound on DEMO SONG	Please make sure the volume of DEMO SONG is not 0
There is no sound output connected to MIDI communication devices	1. Check whether the USB cable used to connect is damaged.
	2. Verify whether the communication channel is set correctly. The communication channel set by the audio source is 10 channels by default. If the audio source is set to other channels, other MIDI devices should also be set to corresponding channels.

SYSTEM SOFTWARE UPDATE

Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select DRUM OPTION, then press **【SETUP】** to enter UPDATE menu



Connect the module to the computer via the USB cable before operation, then select Yes by pressing **【DATA+】** or **【DATA-】** in the UPDATE option and press **【SETUP】** again. The system will have USB devices identified , and on my computer in the form of a USB flash drive . You can double click the left mouse button to open, to update the program file (file name) copy and paste in the U disk, you can complete the software upgrade.

Note: The upgrade file can be downloaded from the company's official website, or consult relevant sales staff. The correct file name is "350_B-Vxx.bin"  350_B-Vxx.bin. Do not turn off the mainframe power during the upgrade process. Keep the mainframe power supply stable and have no other operation.

USB AUDIO

Using USB Audio with ASIO4ALL

IMPORTANT: Before proceeding, ensure that ASIO4ALL is installed on your system. You can download it from the official website: www.asio4all.org. Installation must be completed and your computer restarted before following the steps below.


1) Connecting Your USB Audio Device

Plug in your USB audio interface to an available USB port on your computer. Wait for your operating system to recognize and install the necessary drivers. This may take a few moments. Ensure the device is powered on (if applicable).

2) Configuring ASIO4ALL


Launch your audio application (DAW, recording software, or audio settings utility). Navigate to the Audio Device Settings or Preferences section. Set the audio driver to ASIO and choose ASIO4ALL v2 from the available driver list.

3) Selecting the USB Audio Interface in ASIO4ALL

Click the ASIO Control Panel or ASIO4ALL Settings button (usually available within your audio application). In the ASIO4ALL window, click the wrench icon  to expand the advanced settings. Locate your USB audio device in the list of available audio hardware. Enable your USB audio device by clicking the power button icon next to its name. If multiple devices are listed, disable all others to avoid conflicts. Close the ASIO4ALL window once the correct device is selected.

4) Testing Audio Output/Input

In your audio application, select the appropriate input/output channels that correspond to your USB audio interface. Play back or record audio to ensure the device is working correctly. Adjust buffer size and latency settings in the ASIO4ALL panel if needed for optimal performance.

 Note: If you experience no sound, crackling, or delay, revisit the ASIO4ALL settings to confirm only your USB device is active and properly configured.

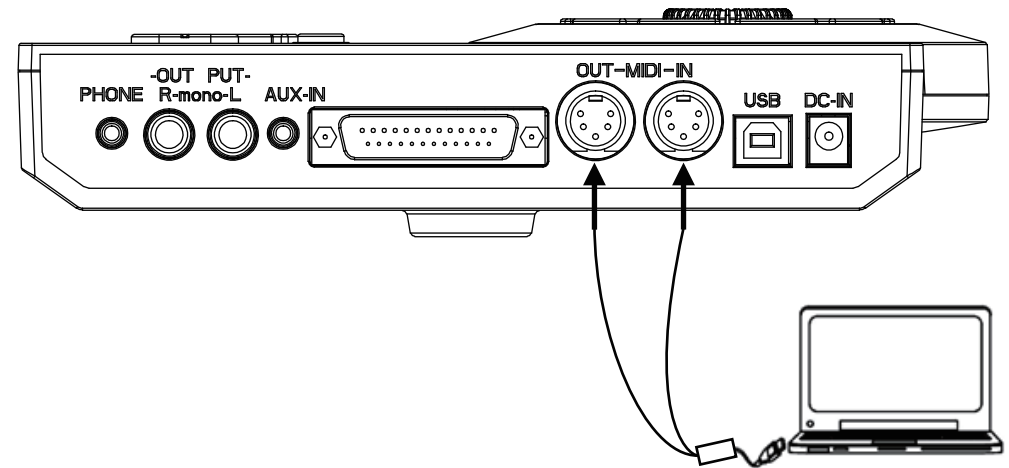
Attention:

Please do not use Bluetooth to play music while using USB audio, as it may cause interference or performance issues.

Connect to computer via MIDI

MIDI IN: Receive MIDI signals from external MIDI devices or computers

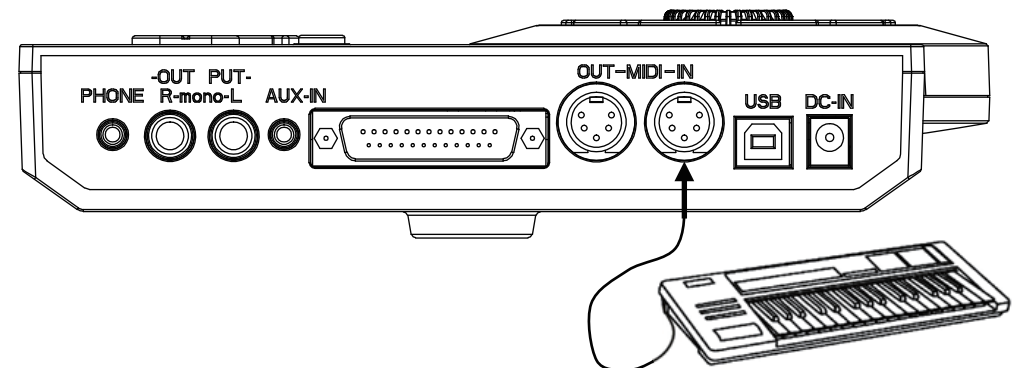
MIDI OUT: Sends pads signal to external MIDI device or computer



Connect the MIDI keyboard via the MIDI port

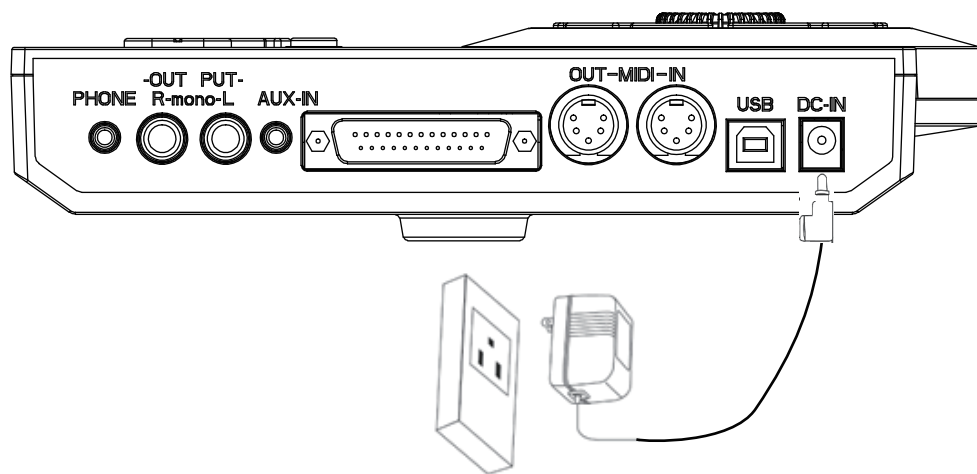
MIDI-IN/OUT: If external keyboard or MIDI device are used to control the drum, it needs MIDI cable one end connecting with MIDI IN of the module, and other end with MIDI OUT of the MIDI keyboard. This drum is used as audio source.

The connection is as follows:



Connect with power supply

1. Plug the power adapter into DC IN connector
2. Make sure all drum pads are connected, turn the master volume on the drum module to the minimum, and then press the power button down. At which point the display will light up and enter the drum set menu.

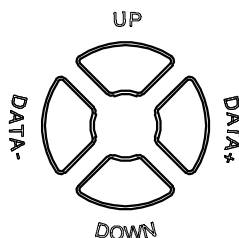


BASIC OPERATION

Selecting a drum kit

After powering up, the display should look like the following figure (KIT01 ROCK)

KIT 01		ROCK	
CLICK	4/4		
TEMPO	100		
SONG	01		
DRUM	OFF		



Drum sets can be switched between **【DATA+】** and **【DATA-】** . 58 sets of drum kits in all.

26 set of preset drum kits: KIT01---KIT26

32 set of user drum kits: KIT27---KIT58

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	

Default factory setting as below:

TRIGGER	MIDI NOTE	TRIGGER	MIDI NOTE	TRIGGER	MIDI NOTE
HI-HAT O	46	RIDE	51	TOM3 RIM	58
HI-HAT C	42	RIDE RIM	59	TOM4	41
HI-HAT CTRL	44	TOM1	48	TOM4 RIM	39
CRASH	49	TOM1 RIM	50	SANRE	38
CRASH RIM	55	TOM2	45	SANRE RIM	37
CRASH2	57	TOM2 RIM	47	KICK	36
CRASH2 RIM	52	TOM3	43		

Used as an audio source device

When connected with external MIDI keyboard or sequencer through MIDI OUT or USB cable, the device can receive its MIDI output signal, and then the device can play OUT the valid signal. The output tone changes with the switch of drum kit. This equipment has most GM drum kit tone. Users can build their own USER drum kit if necessary. Other MIDI support and limitations are described in the MIDI list

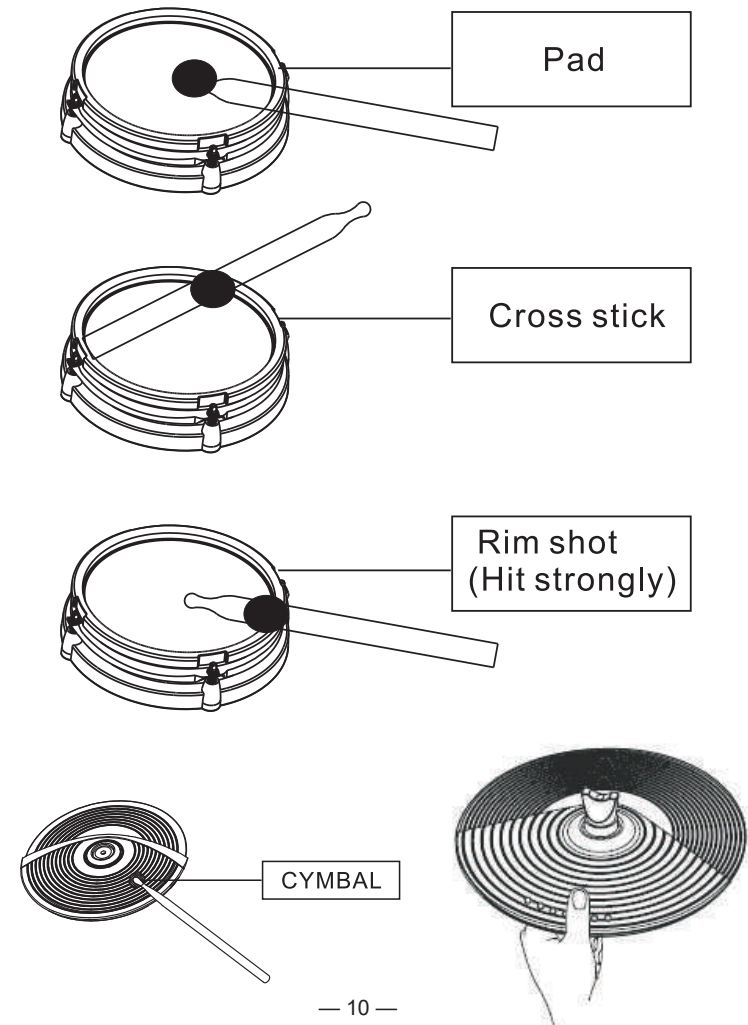
Playing the pads

Similar to an acoustic drum kit, the digital drum responds differently to various playing techniques and dynamics. All the pads senses the striking force. And some voices change tone depending on the striking force.

The digital drum pad detects head and rim shorts (rim shorts are different from the pad shorts)

Note:

- 1.SNARE and TOM1-TOM3 are dual zone.
- 2.All pads are dual zone, CRASH and RIDE have the choke, e.g. hit the cymbal then hold the rim to choke (stop) the sound.
- 3.SNARE delivers one sound when hit the pad rim strongly.



HI-HAT demonstration

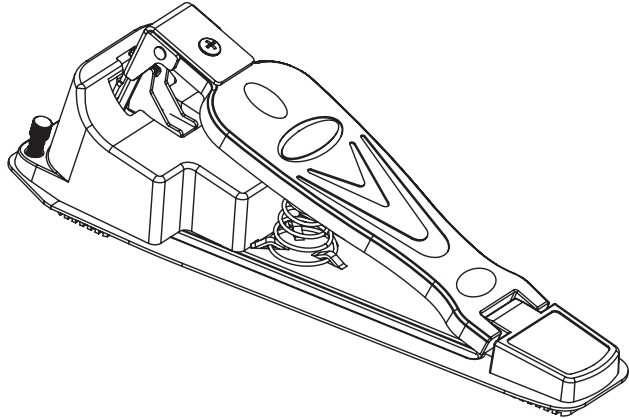
The Hi-Hat: sound varies depending on the position of the Hi-Hat pedal:

Open Hi-Hat: strike the Hi-Hat pad without pressing the pedal.

Half-open Hi-Hat: strike the Hi-Hat pad with the pedal pressed but not completely down.

Close Hi-Hat: strike the Hi-Hat pad with the pedal pressed completely down.

Hi-Hat pedal close: press the pedal completely down without striking the pad.

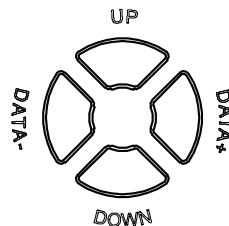


DEMO SONG

Play and switch the DEMO SONG

Press the **▶|■** to play DEMO SONG, press again to stop. Use **DOWN** to select the SONG, then press **DATA+** or **DATA-** to switch (refer to DEMO SONG LIST for DEMO SONG)

KIT 01	ROCK
CLICK	4/4
TEMPO	100
SONG	01
DRUM	OFF



MIDI connection

MIDI IN: inputs MIDI signal when connecting with external MIDI device

MIDI OUT: outputs MIDI signal when connecting with external MIDI device

USB: standard USB2.0 interface. It can be connected to any MIDI device or PC with a standard USB driver, and the corresponding driver is included in the general operating system, so there is no need for repeated installation. Can be compatible with common computer operating systems such as: XP, Win7, Vista, Mac OSX, etc. (USB is only used for MIDI connection).

Note: When USB connects with PC, all MIDI data will be received and transmitted via USB

Connect with external audio device

This device automatically connects via channel 10 transfers drum signal to other MIDI device including notes, forces, pedal performance, etc.

Note: Song playback data and metronome notes are not transferred.

Record your performance with external sequencer

1. Connect with external sequencer or PC via MIDI OUT and IN for playback or USB interface
2. Use the sequencer or the software to set channel 10 as a device to start recording.
3. Play the drum pads
4. Stop performance and recording. Playback the recording

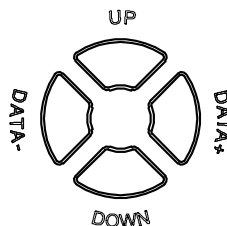
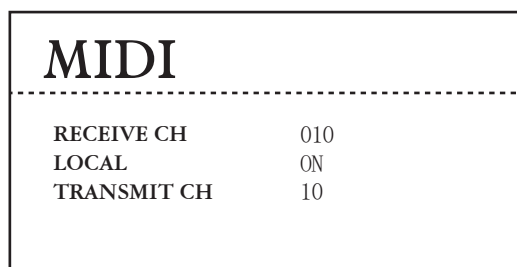
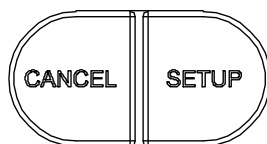
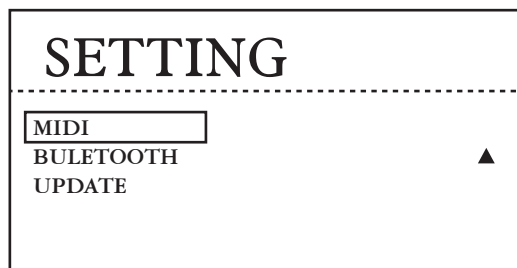
Setting MIDI note number to be transferred/received by each pad

1. Press **VOICE** button to enter the VOICE menu.
2. Strike the relative pad, use **UP** or **DOWN** to select MIDI KEY
3. Use **DATA+** or **DATA-** to adjust the MIDI value for a pad.
4. Press **SAVE** button to save USER drum kit.

MIDI SETTING

This device is compatible with various MIDI devices. When it is used as trigger device or audio source, it is compatible with GM standard, and can be used with most sequencer software.

Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select MIDI option, then press **【SETUP】** to enter MIDI menu



RECEIVE CH: Receive channel selection, default is channel 10

LOCAL: Local control to control the connection between the trigger and the drum module

ON: The drum pad is connected with the internal sound module, and the drum pad is tapped to produce sound, which defaults to ON

OFF: The drum pad is disconnected from the internal sound module, and the drum pad does not sound

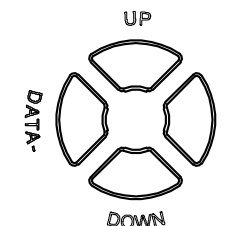
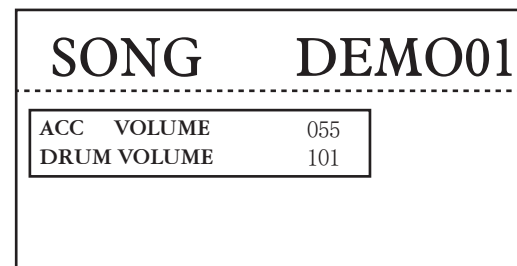
TRANSMIT: Output channel selection, default is channel 10

Adjusting DEMO SONG accompaniment and drum volume

Press **【SONG】** to enter SONG setting menu, after entering, use **【DATA+】** or **【DATA-】** to select the preset DEMO SONG.

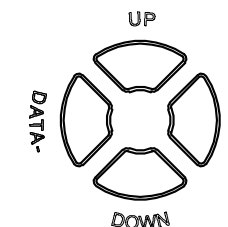
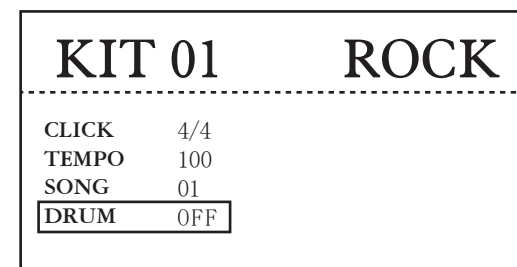
Press **【DOWN】** to select ACC VOLUME, use **【DATA+】** or **【DATA-】** to adjust DEMO SONG accompaniment volume.

Press **【DOWN】** to select DRUM VOLUME, use **【DATA+】** or **【DATA-】** to adjust drum volume.



Mute the drums of DEMO SONG

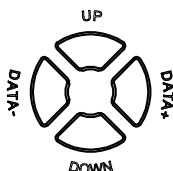
1. Press **【DRUM OFF】** can quickly ON or OFF the drum volume of DEMO SONG
2. Use **【UP】** or **【DOWN】** key to select DRUM OFF, ON or OFF the drum volume of DEMO SONG by **【DATA+】** or **【DATA-】** key.



Adjusting DEMO SONG tempo

1. Press **TEMPO** to select TEMPO, use **DATA+** or **DATA-** to adjust DEMO SONG tempo.
2. Use **UP** or **DOWN** on home page to select TEMPO, then adjust the tempo by **DATA+** or **DATA-**

KIT 01		ROCK
CLICK	4/4	
TEMPO	100	
SONG	01	
DRUM	OFF	



RECORD YOUR PERFORMANCE

Recording quickly

1. Press **RECORD** button, and **RECORD** LED lights up.
2. Strike the pads to start recording, and **RECORD** LED lights flashes.
3. Press **RECORD** button to stop recording, and **RECORD** LED lights stop flashing and turns on. The screen will show "RC0x".
- 2). Press **DATA+** or **DATA-** button to select which recording slot to record to: RC01, RC02, RC03, RC04.
- 3). Press **SAVE** button to confirm the selection. The user's performance has been recorded.

Playing back the recorded performance

- 1). Press **PLAY** button, and **PLAY** LED lights up. The screen will show "RC0x".
- 2). Press **DATA+** or **DATA-** button to select which recording slot to play to: RC01, RC02, RC03, RC04.
- 3). Press **PLAY** button to replay the recorded song, press **PLAY** button again to stop the recorded song.

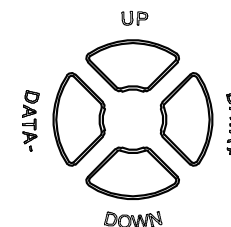
If you are unsatisfied with the recorded performance, press **RECORD** to record once again.

Delete the recorded performance

- 1). Press **PLAY** button, and **PLAY** LED lights up.
- 2). Press **UP** or **DOWN** button to select DEL SLOT RC0x.
- 3). Press **DATA+** or **DATA-** button to select which recording slot to delete to: RC01, RC02, RC03, RC04.
- 4). Press **SETUP** button to delete the recorded performance.
- 5). At this time, user can press **CANCEL** button to exit the replay interface, or repeat steps 3-4.

DRUM OPTION

TOM RIM	ON
SNARE RIM	ON
HIHAT TYPE	HH
HIHAT SENS	08
KICK TYPE	H



HIHATTYPE: pedal type selection, default: HH (standard equipped: pedal type)

HIHATTYPE: simulate hi-hat, default: HHS

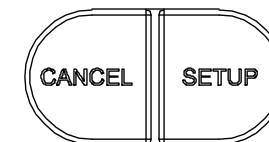
In the HIHAT SENS option, press **DATA+** or **DATA-** to adjust the velocity slope of HI HAT.

Kick sensor type

Press **SETUP** to enter SETTING menu, and press **DOWN** to select DRUM OPTION, then press **SETUP** to enter KICK TYPE menu

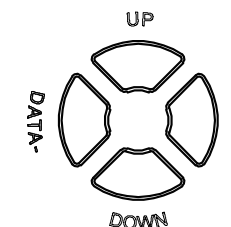
SETTING

VOICE	
PAD TRIGGER	
EFFECT	
DEFAULT SETTING	
DRUM OPTION	▼



DRUM OPTION

TOM RIM	ON
SNARE RIM	ON
HIHAT TYPE	HH
HIHAT SENS	08
KICK TYPE	P



In the KICK TYPE option, press **DATA+** or **DATA-** to switch KICK type

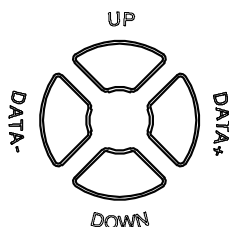
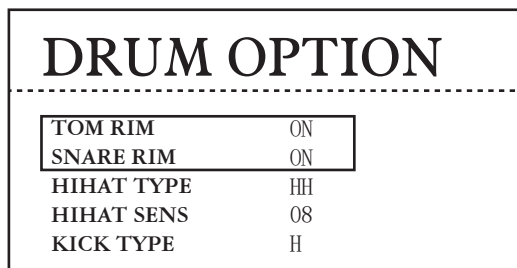
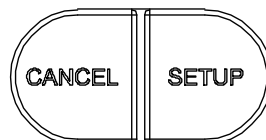
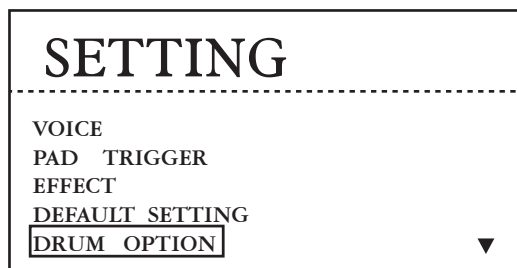
KICK TYPE: pedal type, default: P

KICK TYPE: hammer type, default: H (standard equipped)

SELECT TRIGGER

Tom and snare rim trigger setting

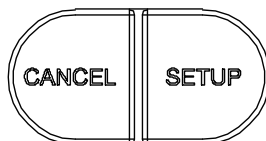
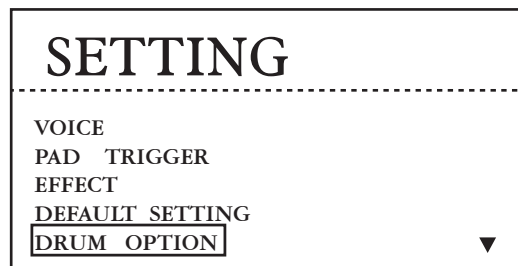
Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select DRUM OPTION, then press **【SETUP】** to enter DRUM OPTION menu.




In the TOM RIM or SNARE RIM option, press **【DATA+】** or **【DATA-】** to switch ON or OFF. Rim trigger is valid in the ON state and invalid in the OFF state.

HI-HAT trigger setting

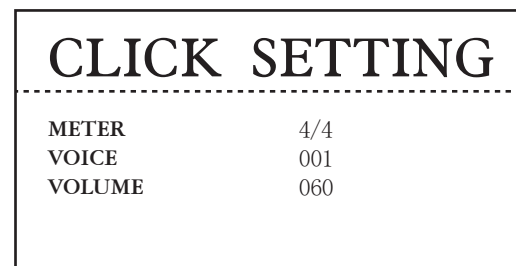
Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select DRUM OPTION, then press **【SETUP】** to enter DRUM OPTION menu.




METRONOME

User can use the **【】** button to turn on/off metronome, When the metronome is turned on, the first beat of the metronome button will be light up red, the other beats will be light up green and the cycle lights up

Adjusting the click

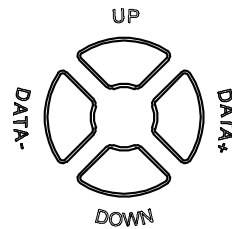
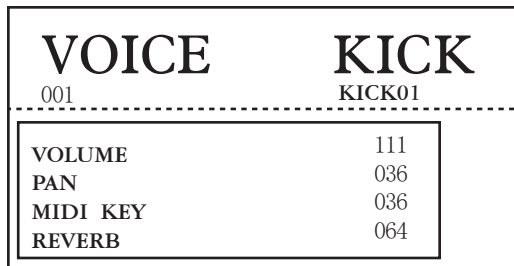
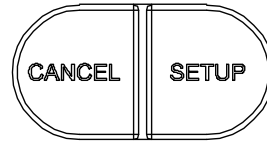
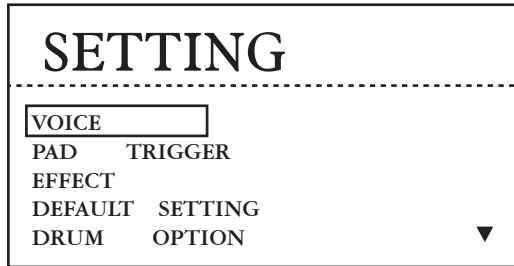


Long press **【】** to enter the CLICK SETTING page.
 METER: 1/2、2/2、3/2、4/2、5/2、6/2、7/2、8/2、9/2、1/4、2/4、3/4、4/4、5/4、6/4、7/4、8/4、9/4、1/8、2/8、3/8、4/8、5/8、6/8、7/8、8/8、9/8
 VOICE: user can adjust the voice (001-003);
 VOLUME: user can adjust the voice volume (000-127)

EDIT AND SAVE DRUM KIT VOICE

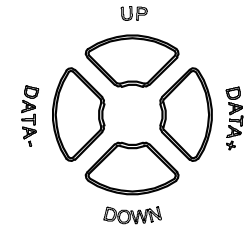
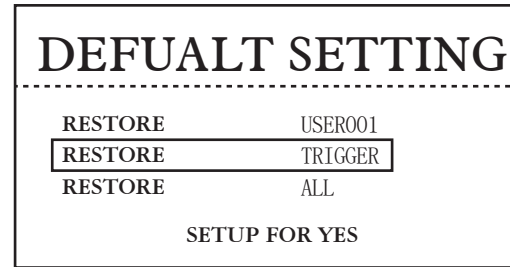
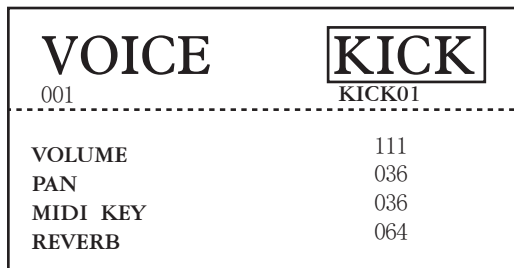
Edit the voice

Press **【SETUP】** to enter SETTING page, press **【SETUP】** to enter VOICE sub menu.



On the right side of the title bar in the VOICE menu, the current name of the drum to be adjusted will be displayed. You can switch it by hitting the drum to be adjusted.

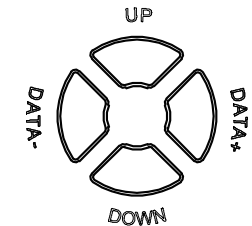
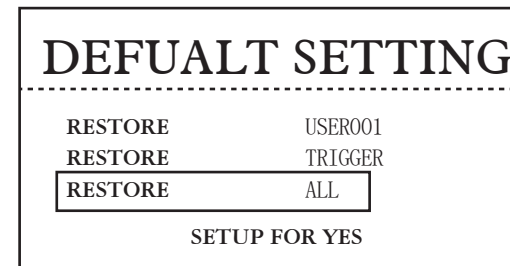
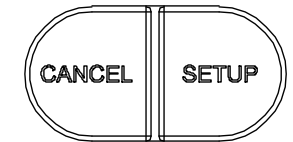
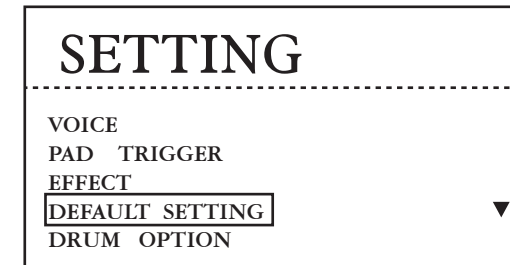
The sound number and the voice name are displayed below the title bar, and use **【DATE+】** and **【DATE-】** to select the voice you want. As shown below:



Press **【SETUP】** on RESTORE TRIGGER to start restore, the system will show RESTORE TIGGER SUCCEED after completion.

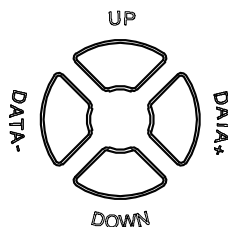
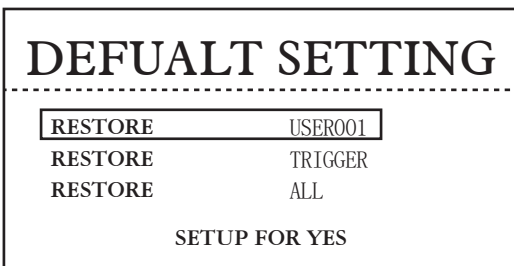
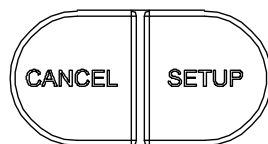
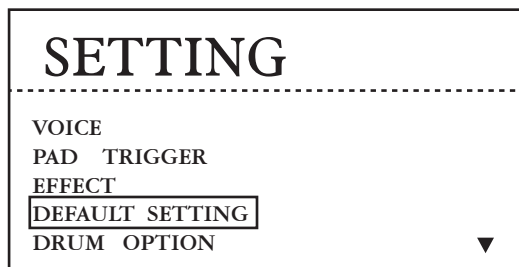
All parameters restore factory settings

Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select RESTORE ALL, then press **【SETUP】** to enter RESTORE ALL menu



Press **【SETUP】** on RESTORE ALL to start restore. It shows RESTORE ALL SUCCEED after completion.

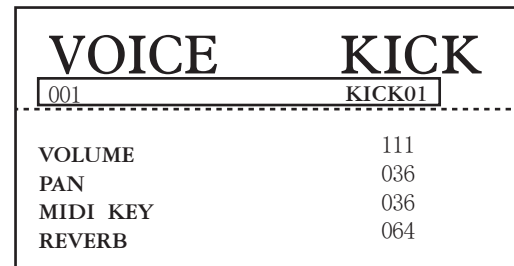
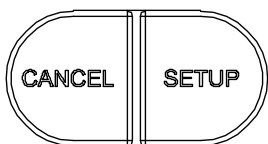
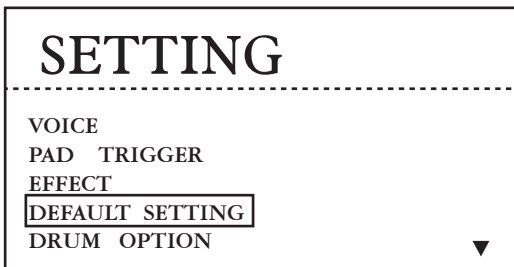
Restore a single user drum kit to its default settings, select drum kit, press **【SETUP】** to restore, the system will show a restoration query, then start restoration. After restoration is completed, the system will prompt that restoration is completed.



Note: Only one drum kit can be restored at a time (the relevant PAD TRIGGER Settings cannot be restored)

Drum pad triggering parameters restore factory settings

Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select RESTORE TRIGGER, then press **【SETUP】** to enter RESTORE TRIGGER menu.

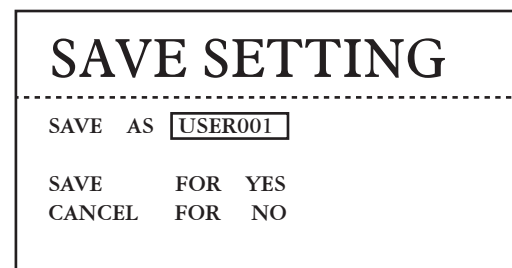


1. VOLUME: Adjust voice volume
2. PAN: Adjust the pan of L/R channel
3. MIDI KEY: Adjust MIDI output pitch value(000-127)
4. REVERB: Adjust reverberation

Press **【UP】** and **【DOWN】** to switch settings, press **【DATA+】** or **【DATA-】** to adjust the parameters. All parameters in the VOICE menu will be saved in real time after being adjusted. If you need to restore the default value of the system, you can simultaneously press **【DATA+】** and **【DATA-】** buttons for more than 3 seconds to reset.

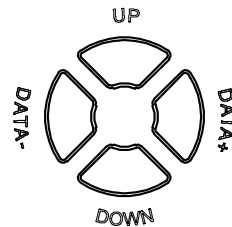
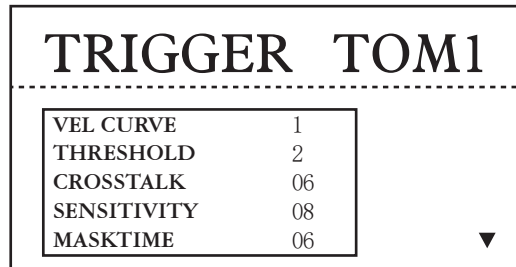
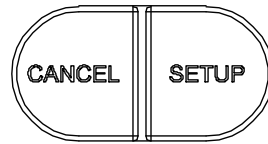
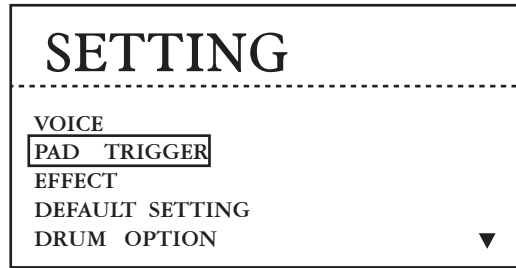
Save the voice

Press **【SAVE】** after finish the voice adjustment, press **【DATA+】** or **【DATA-】** to select the user drum kit you want to save, press **【SAVE】** again to save the corresponding user drum kit.



ADJUST PAD TRIGGER

Press **【SETUP】** to enter SETTING menu, press **【DOWN】** to select PAD TRIGGER, press **【SETUP】** again to enter TRIGGER sub-menu.

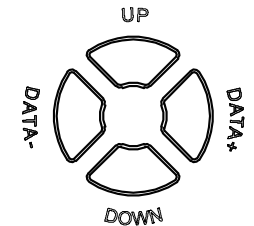
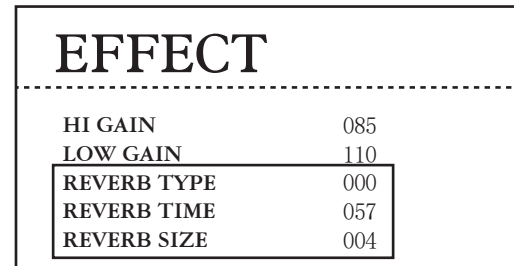
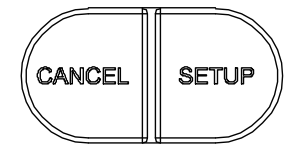
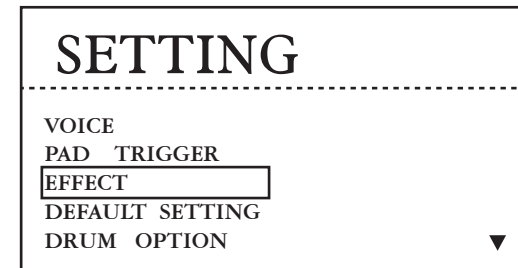


On the right side of the title bar in the VOICE menu, the current name of the drum to be adjusted will be displayed. You can switch it by tapping the drum to be adjusted.

Note: Press **【UP】** and **【DOWN】** to switch settings, press **【DATA+】** or **【DATA-】** to adjust the parameters. All parameters in the drum pad trigger menu will be saved in real time after being adjusted. If you need to restore the default value of the system, you can simultaneously press **【DATA+】** and **【DATA-】** buttons for more than 3 seconds to reset.

Reverb setting

Press **【SETUP】** to enter SETTING menu, press **【DOWN】** to select EFFECT, then press **【SETUP】** again to enter EFFECT menu.



REVERB TYPE: adjust the reverb type. Press **【DATA+】** or **【DATA-】** to adjust parameter.

REVERB TIME: adjust the reverb delay time. Press **【DATA+】** or **【DATA-】** to adjust parameter.

REVERB SIZE: adjust the reverb size. Press **【DATA+】** or **【DATA-】** to adjust parameter.

RELOAD DEFAULT SETTING

Single user drum kit is restored to factory settings

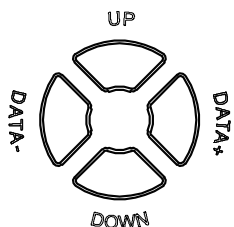
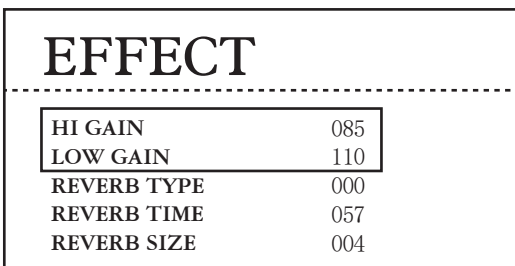
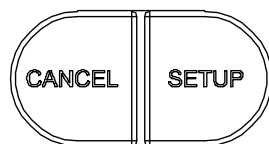
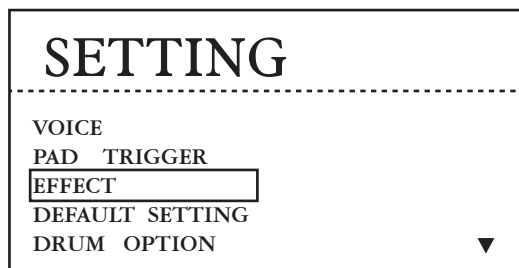
Press **【SETUP】** to enter SETTING menu, press **【DOWN】** to select DEFAULT SETTING, then press **【SETUP】** to enter DEFAULT SETTING menu.

2. You can also eliminate this problem of retriggering with the Mask Time setting. Mask Time does not detect trigger signals if they occur within the specified amount of time after the previous trigger signal was received. Retrigger Cancel detects the attenuation of the trigger signal level, and triggers the sound after internally determining which trigger signals were actually generated when the head was struck, while weeding out the other false trigger signals that need not trigger a sound.

EFFECT SETTING

EQ setting

Press **【SETUP】** to enter SETTING menu, and press **【DOWN】** to select EFFECT, then press **【SETUP】** to enter EFFECT menu.

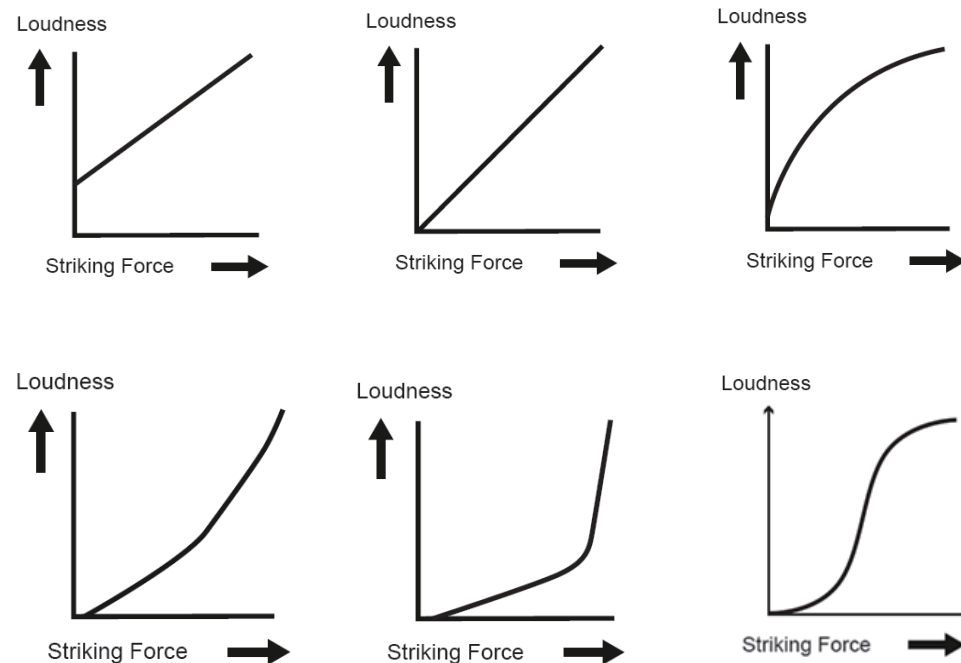


HI GAIN: Adjust the volume gain in the high frequency range. Press **【DATA+】** or **【DATA-】** to adjust the parameter.

LOW GAIN: Adjust the volume gain in the low frequency range. Press **【DATA+】** or **【DATA-】** to adjust the parameter.

Adjusting pad curve

VEL CURVE: Refers to the corresponding relationship between percussion strength and volume. By adjusting the parameters, it can make the percussion feel more comfortable and natural. Users can set the parameters according to their percussion habits.



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.

Adjust pad threshold

THRSHLD: the minimum force to trigger a pad signal.

Setting a high threshold (high value), the pad needs a strong force to generate a signal. This can avoid accidental response, e.g. other device or pad generating unnecessary signal.

Setting a low threshold (low value), the pad only needs a weak force to generate a signal.

Eliminate pad crosstalk

CROSSTALK

When two pads are close, hitting one pad can cause the other pad to generate a signal. This crosstalk can be eliminated by setting a high parameter of the other pad. Note: If the crosstalk value is set too high, when two pads are played simultaneously the one that is struck less forcefully will not sound, so be careful and set this parameter to the minimum value required to prevent such crosstalk. In addition, when this parameter is set to 0, crosstalk suppression does not work.

Adjust pad sensitivity

SENSITIVITY

You can adjust the sensitivity of the pads to accommodate your personal playing style. This allows you to have more dynamic control over the sound volume based on how hard you play.

Higher sensitivity allows the pad to produce a loud volume even when played softly. Lower sensitivity will keep the pad producing a low volume even when played strongly.

Adjust triggering mask time

MASKTIME

This setting allows you to prevent double trigger. The adjustment of this parameter is used to adjust the time interval when the drum pad is triggered to scan. When the MASK TIME value is small, the drum pad is sensitive, but there may be repeated triggering. At this time, the MASK value should be appropriately increased.

When playing a kick trigger the beater can bounce back and hit the head a second time immediately after the intended note. This causes a single hit to "double trigger" (two sounds instead of one). The Mask Time setting helps to prevent this. Once a pad has been hit, any additional trigger signals occurring within the specified "Mask Time" will be ignored.

Adjust the value of "Mask Time" when playing the drum pad: When using a kick trigger, try to let the beater bounce back and hit the head very quickly, then raise the "Mask Time" value until there are no more sounds made by the beater rebound.

Note:

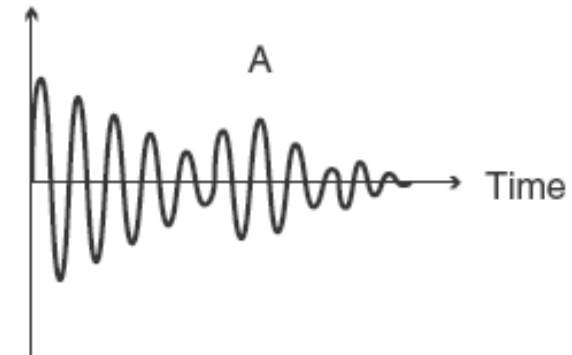
1. When set to a high value, it will be difficult to play very quickly. Set this to as low a value as you can
2. If two or more sounds are being produced when you strike the head just once, then adjust Retrig Cancel.

Adjust signal attenuation

RETRGCANCEL

This setting allows you to prevent re-trigger.

Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent sounding at Point A in the following figure (Re-trigger) .



This occurs in particular at the decaying edge of the waveform. Retrigger Cancel detects such distortion in and prevents retriggering from occurring.

While repeatedly striking the pad, raise the "Retrig Cancel" value until retriggering no longer occurs.

Notes:

1. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums are played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering