SKD300/SKD310

DIGITAL DRUMS USER GUIDE

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.

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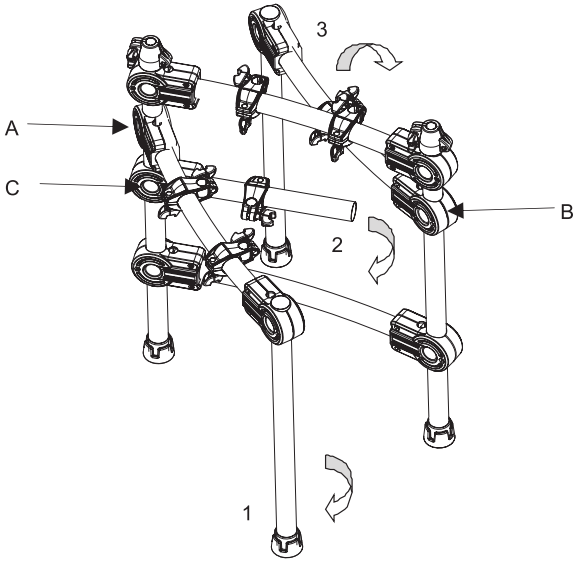
DRUM STAND ASSEMBLY

1. Set up the drum stand.

A.loosen the square screw at A and rotate the feet tube 1 according to arrow dirction.

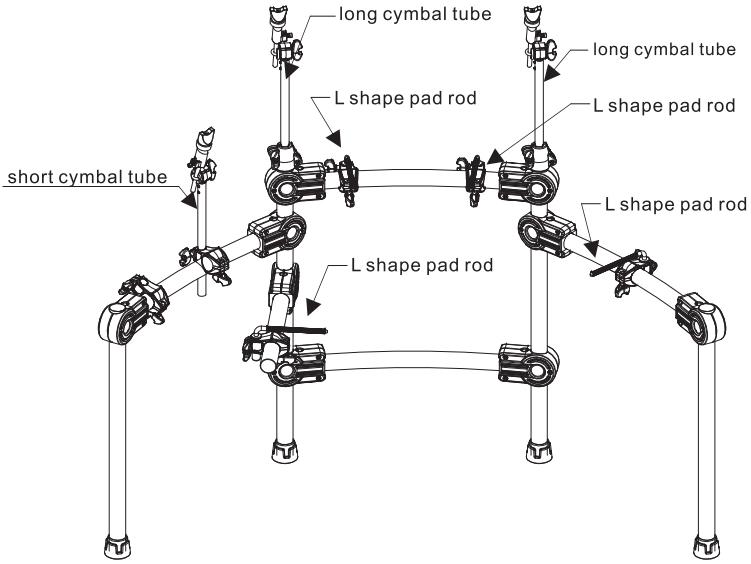
B.loosen the square screw at B and rotate the feet tube 3 according to arrow dirction.

C.loosen the square screw at C and rotate the snare rod according to arrow dirction..

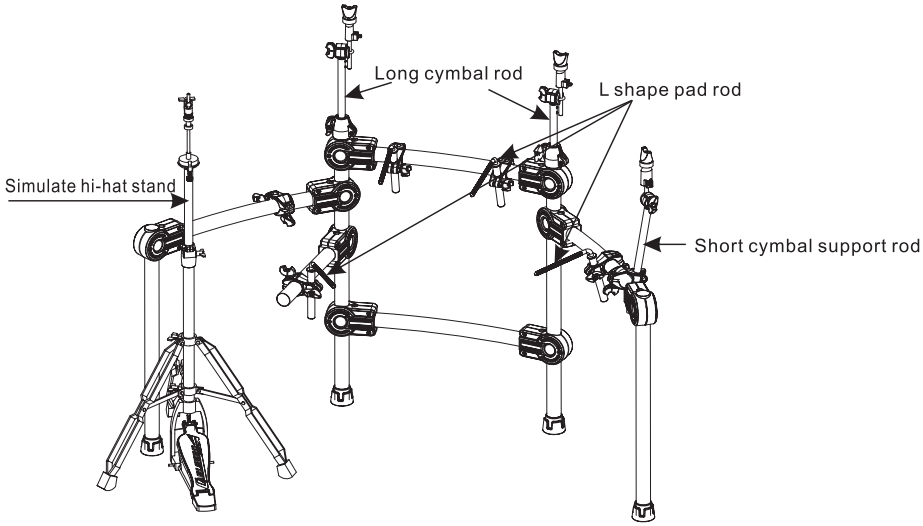


2. Assemble the long cymbal rod/short cymbal rod/L shape drum rod to the drum stand.

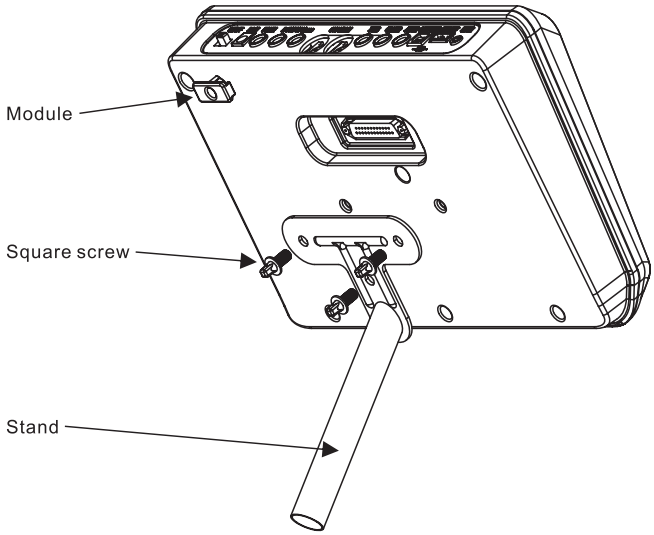
A.SKD300 drum stand assembly



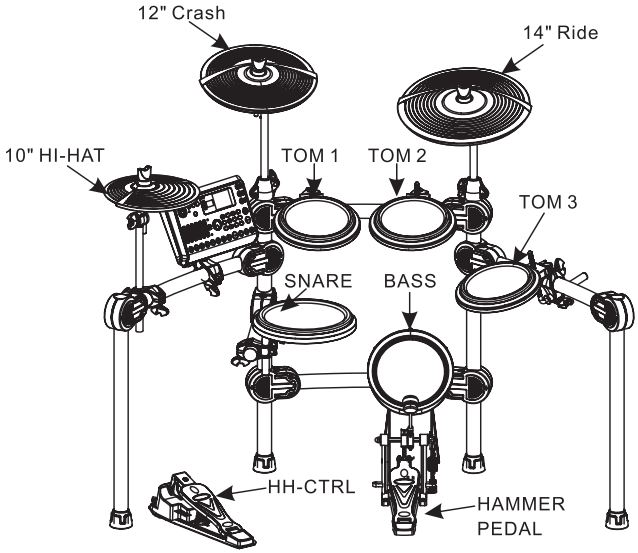
B.SKD310 drum stand assembly (equipped with simulate hi-hat stand)



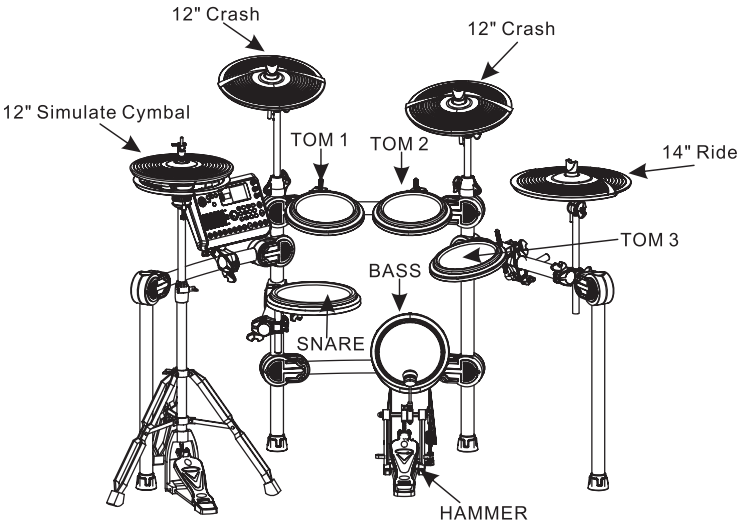
3. Module assembly



4. Fix the drum pad/cymbal/module to the relative position and align the pedal hammer on the center of the bass drum.

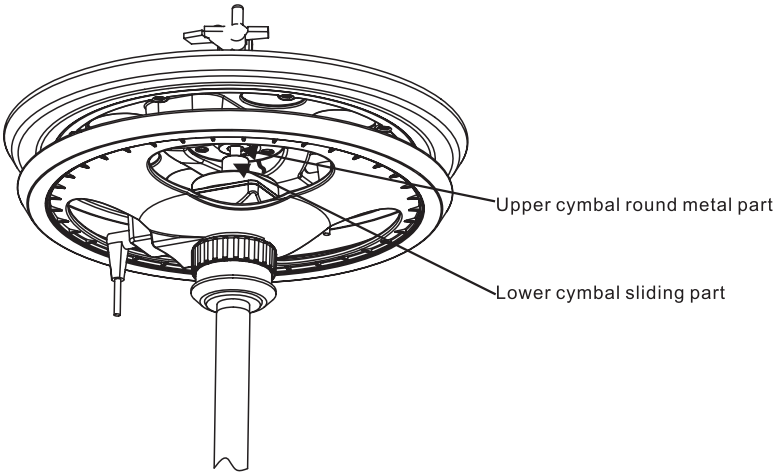


SKD300



SKD310

Note: when assembling the simulate cymbal, keep some distance between upper cymbal and lower cymbal, keep some distance between the metal part of the upper cymbal and the sliding part of the lower cymbal, about 5-10mm.



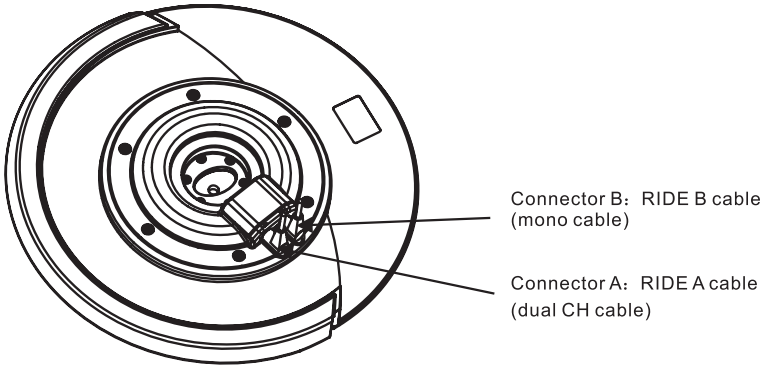
5.Connection

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

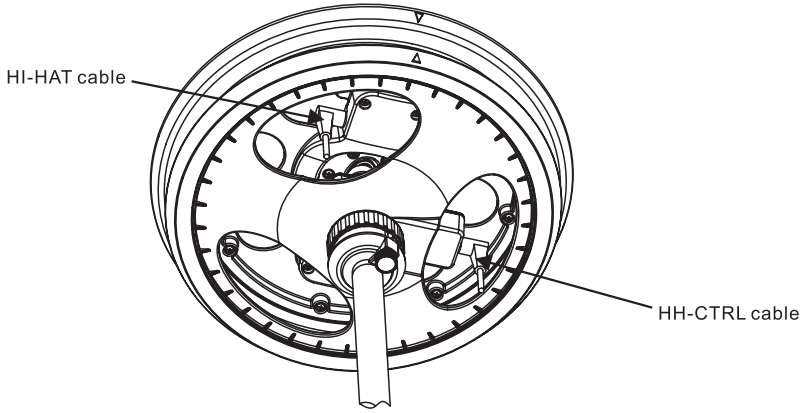
Fix the connection cable of drum pad：connect the cable with drum pad and cymbal, then lock the D-SUB of the module.

Note:

A. RIDE connection (3 CH cymbal)：RIDE A（dual channel cable）connect with the cymbal connector A；RIDE B (mono cable) connect with the cymbal connector B

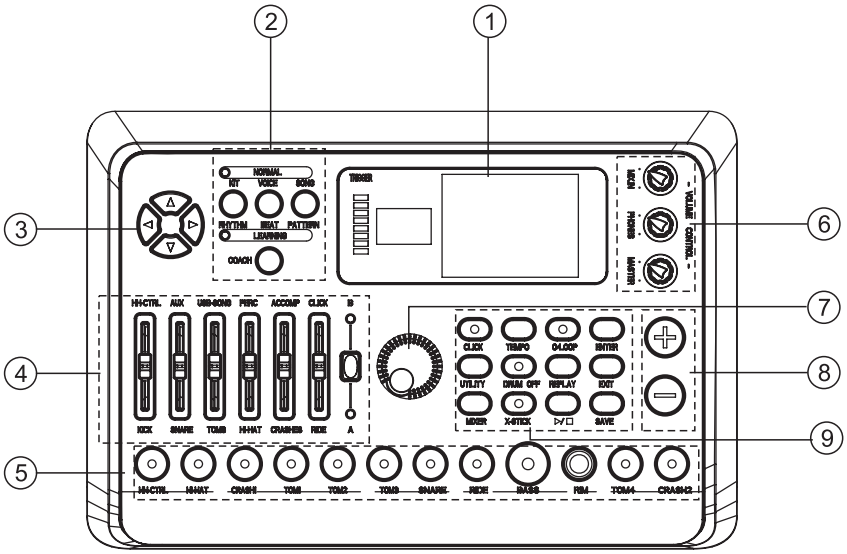


B. SKD310 simulate hi-hat connection: HH-CTRL cable connects with the lower cymbal connector, and HI-HAT cable connects with upper cymbal connector.



FUNCTION BUTTON

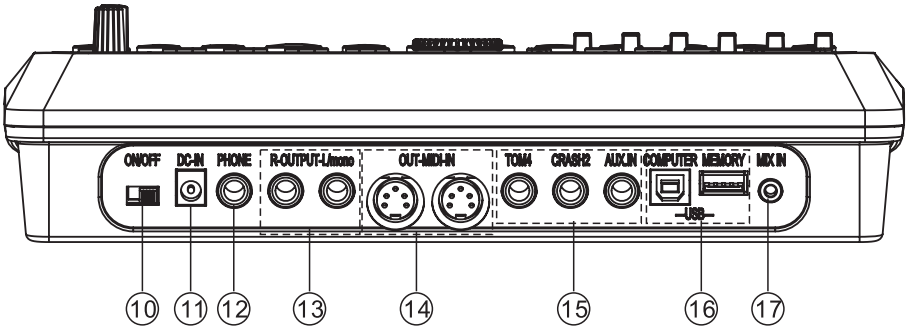
Front panel



Number	Name	Description
①	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
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.
	SONG/PATTERN	Enter into demo song page in normal mode. Enter into drum kit practice mode in practice mode.
③	CURSOR	▲ ▼ :former/next menu option
		◀ ▶: left/right menu option
④	Fader	fader is used to adjust the relative volume: bass drum, snare, Tom, hi-hat, other percussion instrument, metronome, USB song, accompaniment, etc.
⑤	Pad indication button	It is used to indicate the triggered drum pad, and meanwhile to test the drum pad: during setting the drum pad parameters, pressthe relative drum pad button to set the parameters.
⑥	MIX IN	Adjusts the module level of MIX IN connecto
	PHONE	Adjust the output headphone volume
	MASTER	Adjust the master volume
⑦	VALUE	Knob function is similar to '+/-' function. The knob can change the editing value.
⑧	+/-	Switch drum kit or change value during editing, +: increase; -: decrease
⑨	MIXER	Enter into external mixer
	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
	O/LOOP	Enter into recording status(including LOOP recording): Start/stop recording.

⑨	REPLAY	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.

Top Panel



Number	Name	Description
⑩	ON/OFF	Switch on/off the power supply
⑪	DC-IN	Adapter connector：12V 1A
⑫	PHONE	Stereo headphone output connector
⑬	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;
⑭	IN-MIDI-OUT	Connect with the external connector of other device which has MIDI
⑮	TOM4	Connect with TOM4
	CRASH2	Connect with CRASH2
	AUX IN	Connect with other trigger signal
⑯	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
⑰	MIX IN	Connect with digital audio player or used as the monitor input of the live playing

CONNECTING WITH EXTERNAL DEVICES

1. Connect with audio system or drum amplifier

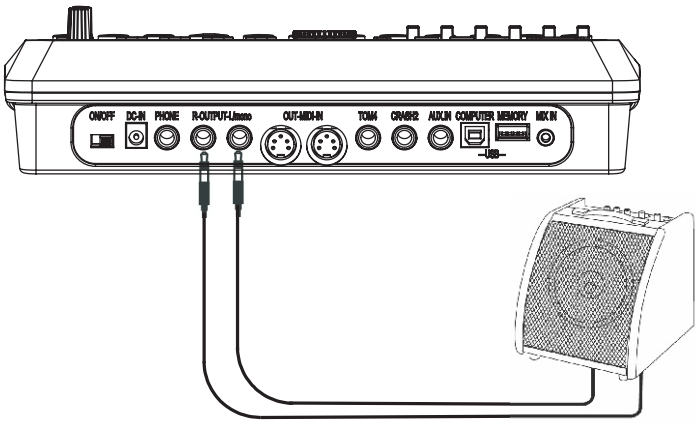
When connecting with audio system or drum amplifier, connect one end of the audio cable with the module OUTPUT：R L/mono，and the other end with the audio system or drum amplifier.

Note:

A. Plug into L/mono connector when connecting with mono audio device.

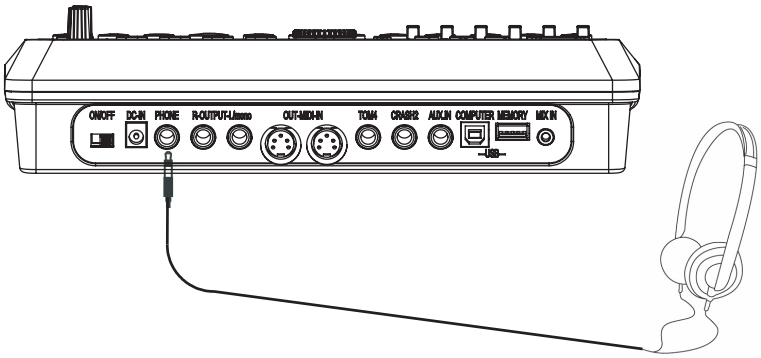
B. Plug into R and L/mono connectors when connecting with stereo device.

C. The output volume can be adjusted via the master volume knob on the module or that on the audio device.



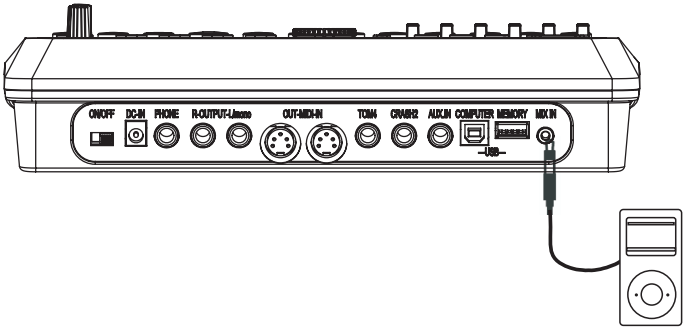
2. Connect with headphone

The module is designed with 1/4″ stereo headphone connector（if use 1/8″ stereo headphone，it needs adapter）. The volume can be adjusted via the master volume knob on the module panel or that of the headphone.



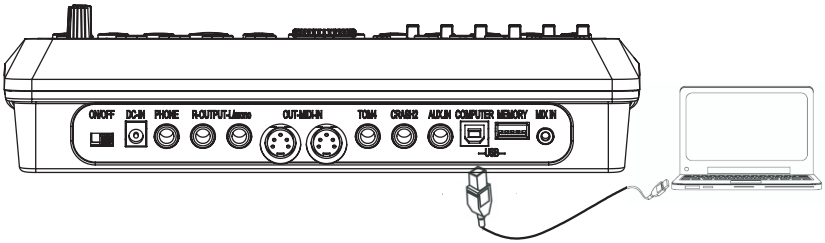
3. Connect with MP3 or CD player

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

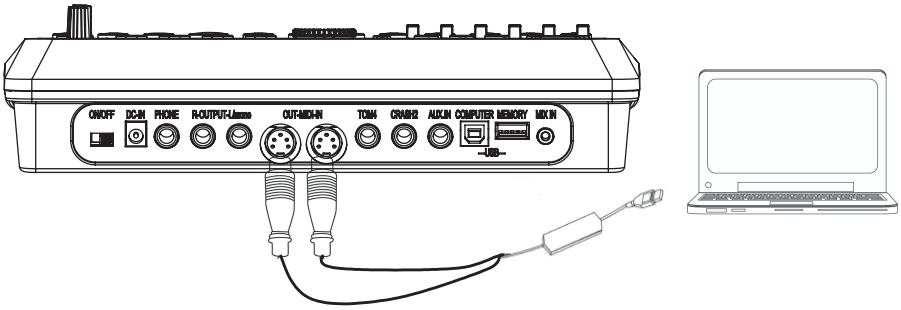
A. connect computer via USB：receive or send MIDI signal



B. connect computer via MIDI：

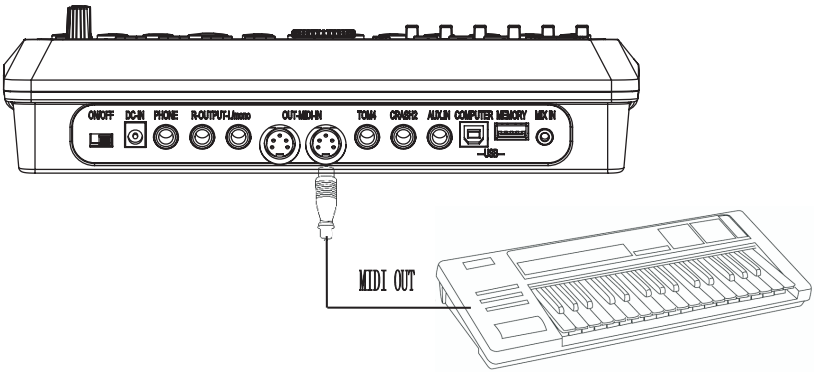
MIDI IN: receive the MIDI signal from external devices or computer.

MIDI OUT: send pad signal to external devices or compute



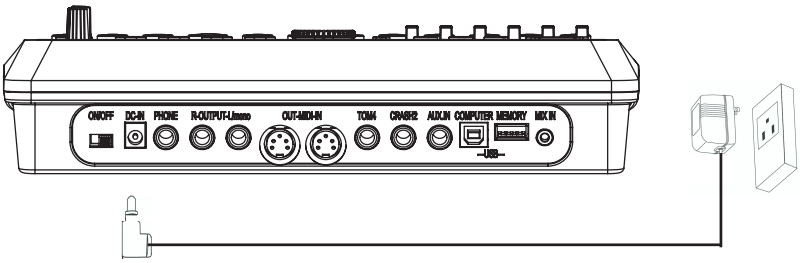
5. Connect with MIDI keyboard

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. This drum is used as audio source.



6. Connect with power supply

A. set the module switch to OFF.
B. plug the power adapter into DC IN connector.
C. connect all the pads well, and set the module volume to minimum. Turn on the powers witch, then the module starts to work.



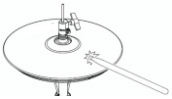
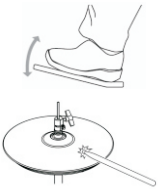
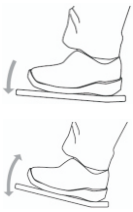
Note: set the module switch to OFF when the module is connecting with external devices.

PERFORMANCE

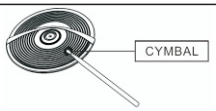
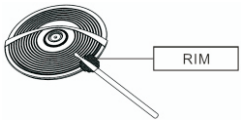
1. Trigger

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 (SKD310)		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 is closed
SPLASH		Step down the pedal and release quickly

3. Cymbal

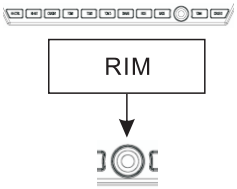
performance way	Diagram	Description
pad shot		Striking the central part of the cymbal
rim shot		Striking the cymbal rim (different sound)
Striking cymbal cap		Striking the cymbal cap (only ride)
Mute cymbal		After striking the cymbal, hold the cymbal to mute (Note: the cymbal sensor position)

5.BASIC OPERATION

1. change the value

performance way	Diagram	Description
Direction button		Move the cursor
+/- button		When the cursor is moved to the character, 【+】/【-】change the value(refine adjustment) 1. press 【+】 to increase and【-】 to decrease value 2. press 【+】/【-】simultaneously, it goes back the preset.
Value		When the cursor is moved to the character, turn the 【value】 to change value roughly.

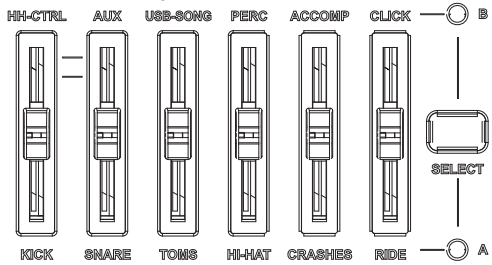
2. select to edit the trigger

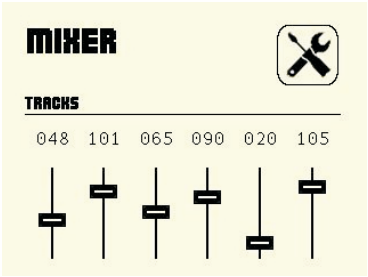
Way	Diagram	Description
Striking the trigger to select		Strike the trigger pad or rim to edit the relative voice parameter
pad indication button		1. when the normal mode is switched to 【VOICE】, press pad indication button to select the relative pad to edit the parameters. 2. rim selection: press the pad indication button first, then press【RIM】 indication button to select the relative rim to edit parameters.

3. Using fader

A.press【MIXER】to enter into mixer setting interface to adjust the volume of trigger or others.

B.using 【SELECT】 to select the voice group, and the LED upper right or lower right of the fader lights up.





C. after 【SELECT】 button is used, the fader will not move to the relative volume positon, user has to move the fader a little bit.

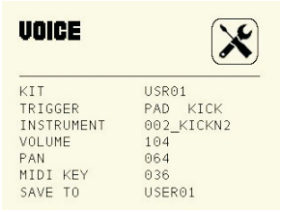
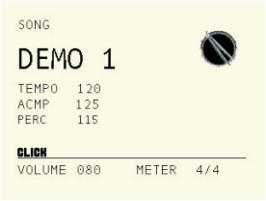
4. Function operation of other buttons

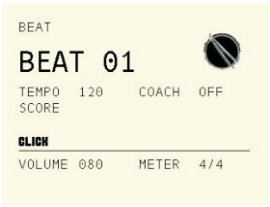
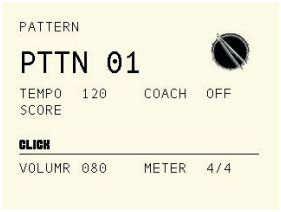
Button	operation
EXIT	Exit the current operation to the former interface;
ENTER	In UTILITY interface，press【ENTER】 button to select next page
SAVE	Save the current setting
CLICK	Press【CLICK】 button, if the LED lights up and then metronome voice starts, and if off , then metronome voice closes.
TEMPO	Press【TEMPO】button to display the tempo of voice sequencer and metronome. use【+】/【-】 or knob to adjust.
X-STICK	Press【X-STICK】button, the LED lights up. TOM rim sound is closed.
DRUM OFF	During DEMO SONG is being played, press【DRUM OFF】to mute drum track.

5. Normal mode and coach mode switching

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

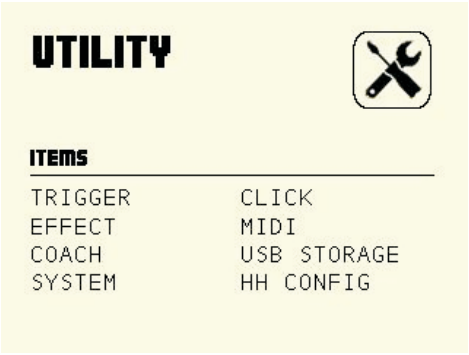
6. Operation interface

Button	Diagram	Description
KIT		1.use【+】/【-】button or knob to change drum kit, and the LCD displays the drum kit name. LED shows the changed number. 2.TEMPO range：30-250（press【+】/【-】simultaneously to return to the preset） 3.CLICK beat ：1/4-9/4（press【+】/【-】simultaneously to return to the preset 4.X-STICK: the preset is OFF DRUM OFF: the preset is ON
VOICE		1.INSTRUMENT：voice 2.VOLUME/PAN/MIDI KEY（MIDI key）range：0-127（press【+】/【-】simultaneously to return to the preset） 3.the changed parameters can be saved to the user drum kit.
SONG		1.TEMPO/ACMP/PERC (drum track) range：0-127（press【+】/【-】simultaneously to return to the preset 2.CLICK can only adjust VOLUME ranging 0-127（press【+】/【-】simultaneously to return to the preset Note：the beat can not be changed.

Button	Diagram	Description
RHYTHM		1.TEMPO range：0-127（press【+】/【-】simultaneously to return to the preset 2.COACH: defaulting OFF；COACH switched to ON，SCORE function starts. 3.metronome VOLUME range 0-127 Note: the beat type can not be changed. 4.rhythm practice /snare practice drum kit practice each has 10 built-in songs for practice. User can set the difficulty and level.
BEAT		
PATTERN		

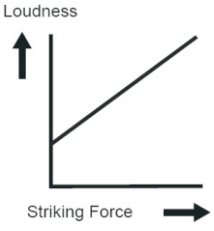
UTILITY SETTING

Press 【UTILITY】 to enter into the UTILITY setting interface to select the menu in turn



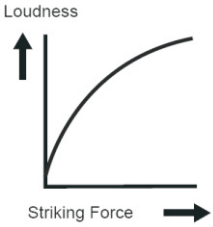
1.TRIGGER setting

In UTILITY interface, select TRIGGER via direction buttons. Press 【ENTER】 to enter into the trigger setting interface.

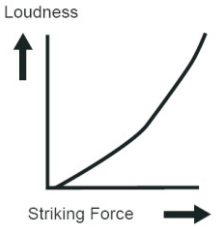


CURVE1

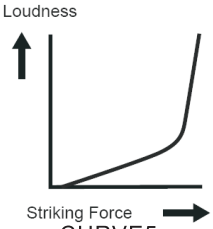
CURVE2



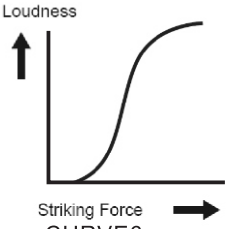
CURVE3



CURVE4



CURVE5



CURVE6

Pad curves is relative to the pad. dynamic signal.(Default: curves 3)

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

CURVE2: The standard setting to deliver natural signal.

CURVE3: Compared to CURVE2, low striking force causes big volume change.

CURVE4: Compared to CURVE2, comparatively high striking force causes comparatively big volume change.

CURVE5: Compared to CURVE2, comparatively high striking force causes very big volume change.

CURVE6: The striking force causes extreme volume change.

A.MASK（15-30）

This parameter is used to adjust the scan time span of the pad trigger. When the MASK value is low, the pad is sensitive, but this will lead to repeated trigger. Please adjust the MASK value properly at this time.

B.TRIGGER SENSITIVITY（1-8）

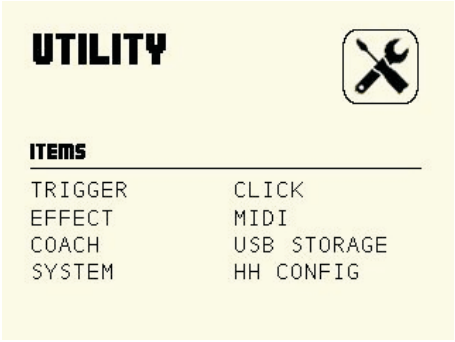
This parameter can adjust the trigger sensitivity. The higher the parameter is, it generates higher volume. The lower the parameter is, it generates lower volume. User can set the parameter according to the actual situation.

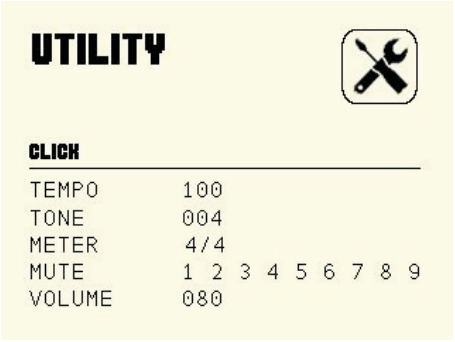
C.TRIGGER CROSSTALK REJECTION（0-10）

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.

2.CLICK setting

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





A.TEMPO range：30-250（press【+】/【-】simultaneously to the preset）

B.TUNE：4 types

C.METER

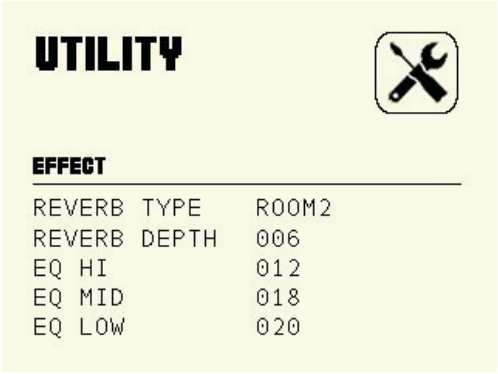
D.MUTE function

Use direction keys to adjust meter to be muted, and then use【value】knob or【+】/【-】to mute. If the meter number displays M, this means it has been muted.

E.VOLUME (click 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.



A.REVERB TYPE

There are 8 reverb types：HALL1, HALL2, ROOM1, ROOM2, ROOM3, STAGE1, STAGE2, PLATE；The reverb defaults ROOM2, and you can turn off the reverb.

B.REVERB DEPTH:0-63

C.EQ adjustment

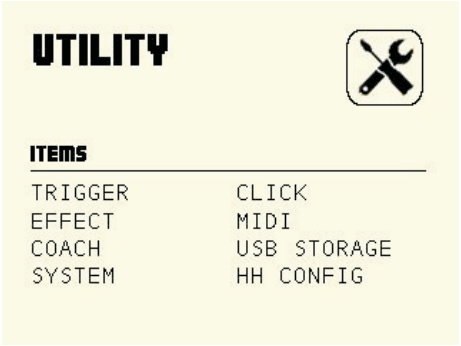
EQ HI=12(default value),range:01---27

EQ MID=18(default value) ,rangel:01---27

EQ LOW=20(default value) ,range:01---27

4.MIDI setting

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



A.RECEIVE CH：receive channel selection 1-16，default：10 channel

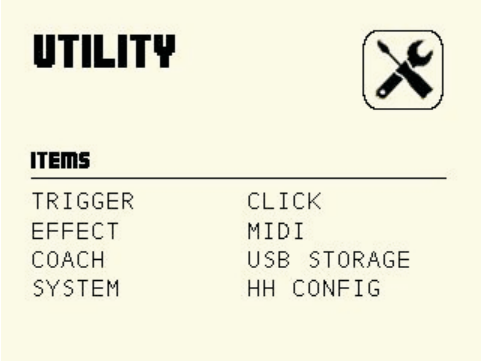
B.LOCAL：local control

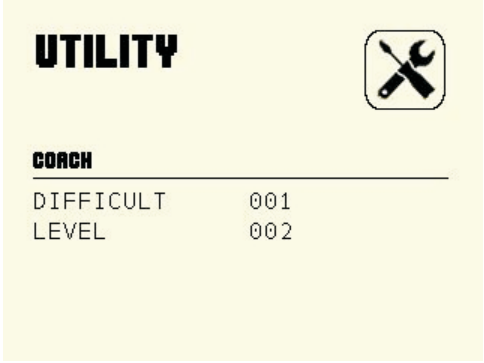
Local control：used for the connection between trigger and module. It defaults ON for turning on status, and two modules are connected, but in the OFF status, the module does not receive the direct control of trigger, and it only receives the external MIDI input signal.

C.TRANSMIT CH：output channel selection 1-16，defaulting：channel 10

5.COACH setting

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



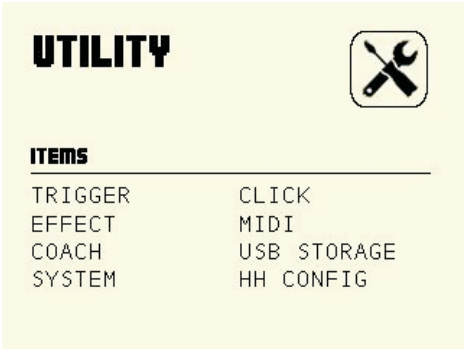


A.DIFFICULT 1-5，the higher the parameter is, the higher the difficulty is.

B.LEVEL1-5，the higher the parameter is, the higher the level is

6.USB STORAGE setting

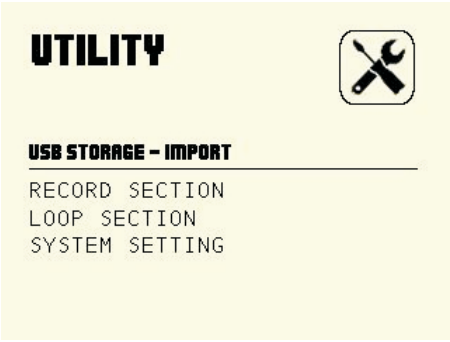
In UTILITY interface, select USB STORAGE via direction buttons. Press【ENTER】 to enter into USB function setting interface（insert USB）； if USB is not inserted, it displays USB DISCONNECTED.



A.PLAY MEDIA： it can play the MP3 or WAV format songs in USB as accompaniment one by one automatically.

Note: LCD only displays the current song. User can use 【value】knob or【+】/【-】to change song.

B.IMPORT：USB record information loaded into module.



1).RECORD SECTION：it inputs the real time record information.

2).LOOP SECTION： it inputs LOOP record information.

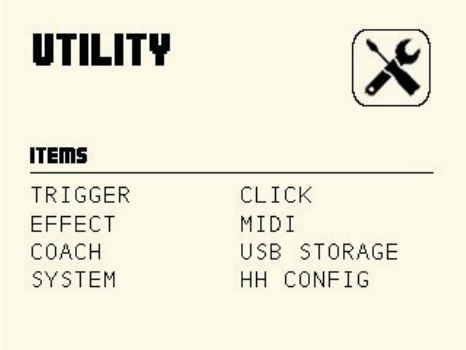
3). SYSTEM SETTING：imports USB user drum kit data to replace the user drum Kit data in the module.

C.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

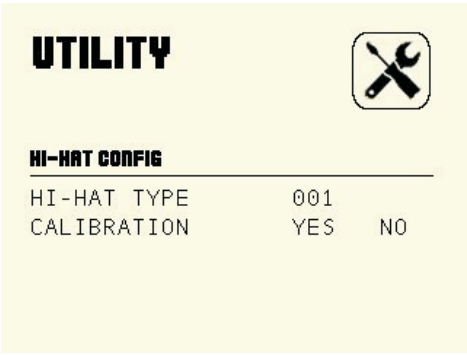
In UTILITY interface，select SYSTEM via direction button, press【ENTER】 to enter into system setting interface.



A.FACTORY RESET ：resets the user drum kit to factory setting
B.VERSION：it displays the version number.

8.HH CONFIG setting

In UTILITY interface，select HH CONFIG via direction buttons, press【ENTER】 to enter into the pedal configuration setting interface.



A.HI-HAT TYPE: pedal type selection, default：001

001：simulate hi-hat 002：pedal

B.CALIBRATION：simulate hi-hat position calibration

During the simulate hi-hat assembly, the drummer can calibrate the hi-hat position according his preference as below:

Enter into calibration interface (as the figuration above). Select 001 at HI-HAT TYPE. Use Direction button keys to select if you want to calibrate. If you want to, select YES. Press 【ENTER】 key, then it is ready to calibrate (keep stepping on the pedal tightly (refer to figure A), then press 【ENTER】. It starts to calibrate (refer to figure B). After 5 seconds, it displays if calibration is successfully (figure C means success, and figure D means failure). If the calibration is successful, you can select YES or NO, and press 【ENTER】 to decide if to save the result. If the calibration fails, please press 【ENTER】 to start calibration again, press 【CANCEL】 key to exit.

Figure A

Figure B

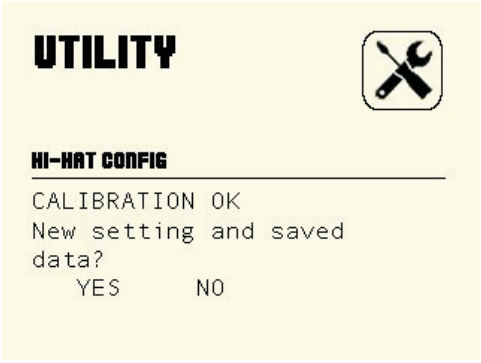


Figure C

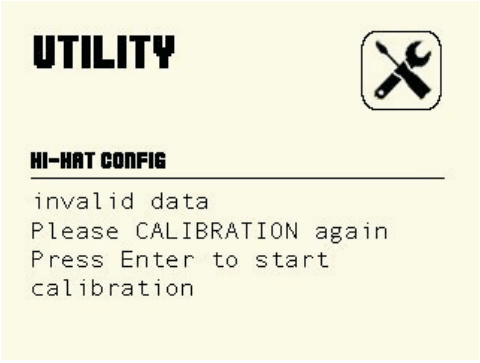


Figure D

EDIT AND SAVE USER DRUM KIT

1.Drum kit information

The drummer can select different style of drum kit to play. This digital drum has 72 drum kits.

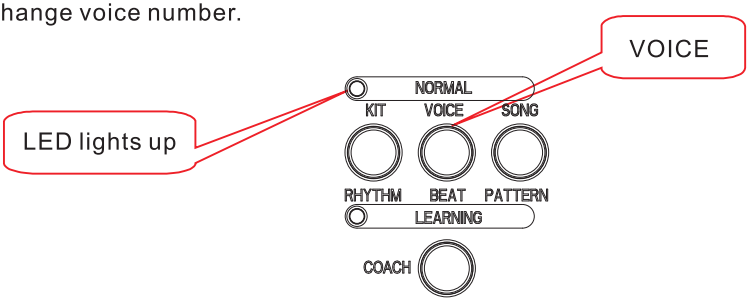
36 preset drum kits：KIT1-36

36 user drum kits：USER01-36

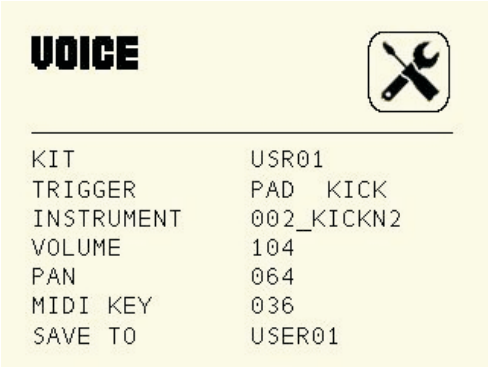
2.Edit and save drum kit voice

A.INSTRUMENT selection

1). In normal mode（NORMAL LED lights up），press【VOICE】button to enter into INSTRUMENT voice selection and then use【+】/【-】buttons or【value】knob to change voice number.



2).TRIGGER selection: strike the trigger to select, or select the trigger of which the voice has to be changed via the pad indication buttons on the module



B.VOLUME (trigger volume adjustment)

Switch to VOLUME (trigger volume items). Use 【+】/【-】 buttons or【value】 knob to change volume level, range：0-127

C.PAN (trigger pan adjustment)

Switch to PAN (trigger pan adjustment). Use 【+】/【-】 buttons or 【value】 knob to change PAN, range：0-127

D.MIDI KEY

Switch to MIDI KEY. Use 【+】/【-】 buttons or【value】 knob to change MIDI key, range：0-127

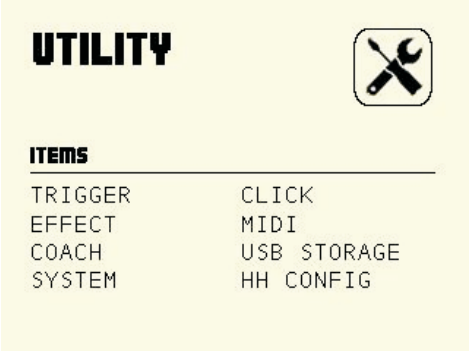
E.Save user drum kit

After drum parameters being adjusted, switch to SAVE TO USER01 item. Use 【+】/【-】button or 【value】knob to select the user drum kit number you want to save, then press【SAVE】.

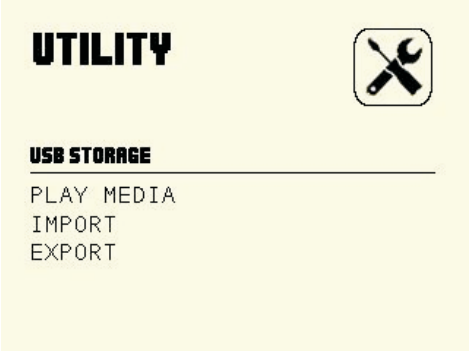
3).Save user drum kit to USB.

A.Insert USB.

B.Press【UTILITY】 to enter into utility setting interface.



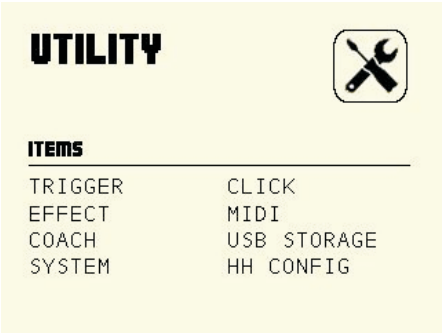
C. In UTILITY interface, use direction buttons to select USB STORAGE，then press 【ENTER】 button to enter into USB setting interface.



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.

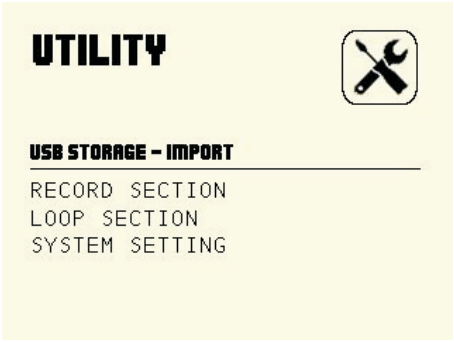
4).Import from USB to user drum kit.

A.Press UTILITY to enter into the utility setting interface.



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

C.Use direction button to select IMPORT， then press 【ENTER】 button to enter into import interface.



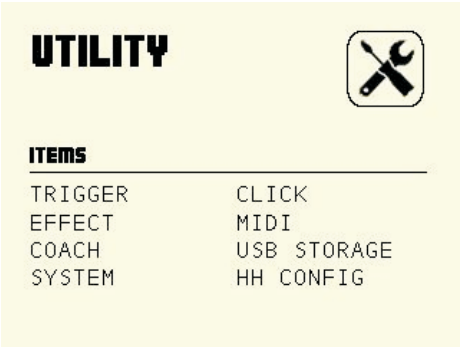
D.Use direction buttons to select RECORD SECTION，and press【ENTER】 button to import to USB for real time recording.

E.Use direction buttons to select LOOP SECTION，then press【ENTER】 to import USB LOOP recording.

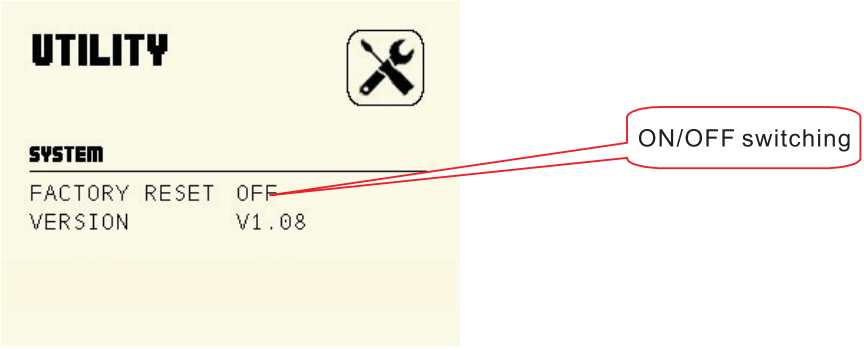
F.Use direction buttons to select SYSTEM SETTING, then press 【ENTER】 button to import USB user drum kit information.

3.Set user drum kit back to factory mode

Press 【UTILITY】 to enter into utility setting interface.



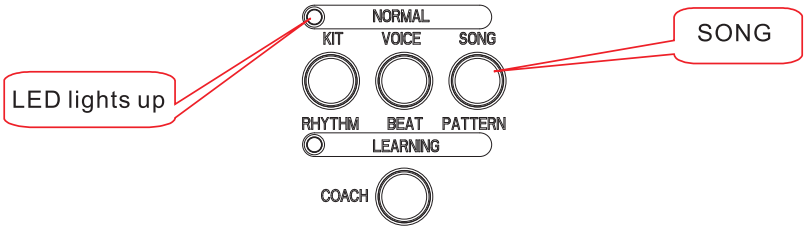
In UTILITY interface, use direction buttons to select SYSTEM，then press 【ENTER】 button to enter into system setting interface.



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

PLAYING SONGS

This electric drum has 20 built-in DEMO SONGs.



1.In NORMAL status （NORMAL LED lights up）,press【SONG】button to enter into DEMO SONG

2.Press【▶/■】button to play DEMO SONG

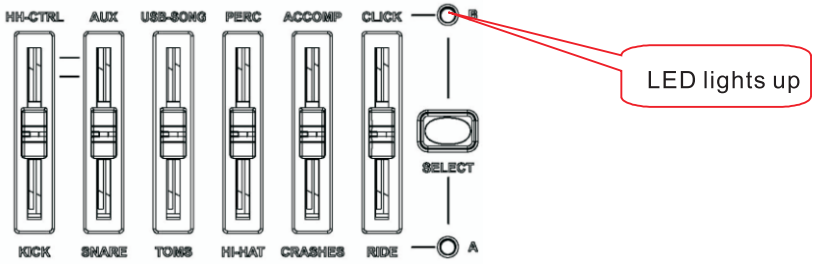
3.Press【+】/【-】button or【value】knob to switch the song in DEMO SONG.

4.Press【▶/■】button to stop DEMO SONG playing.
(DEMO SONG Refer to DEMO SONG LIST)

5.Adjust DEMO SONG accompaniment and drum track volume.

A.Press【MIXER】button to enter into mixer setting interface.

B.Use【SELECT】button to select B voice group. LED on the right lower position of fader lights up.



C.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

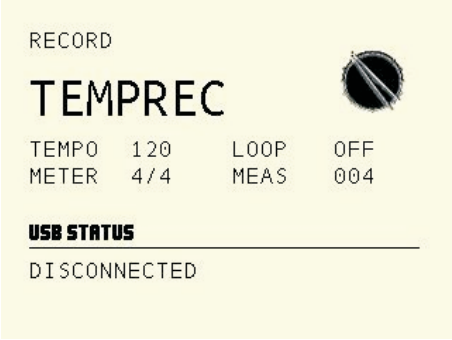
During playing DEMO SONG, press【DRUM OFF】button to turn on or off the mute function. When this function is turned on, DRUM OFF LED lights up.

RECORDING FUNCTION

This module has recording function to record user performance and songs. Insert USB , these 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

A.Press【O/LOOP】button to enter into record mode interface. LED lights up, and then set the tempo, beat and recording length.



1).TEMPO to set CLICK tempo

2).LOOP setting ON/OFF.

LOOP off：the recording can not be played repeatedly;

LOOP on：the recording can be played repeatedly.

3).METER: CLICK setting;

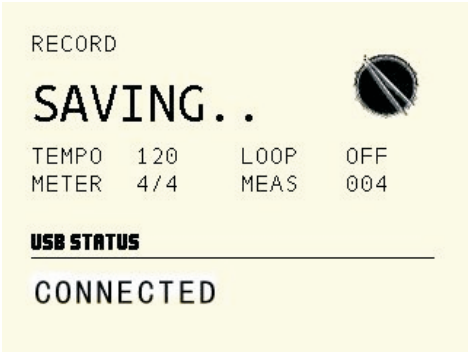
4).MEAS：recording length;

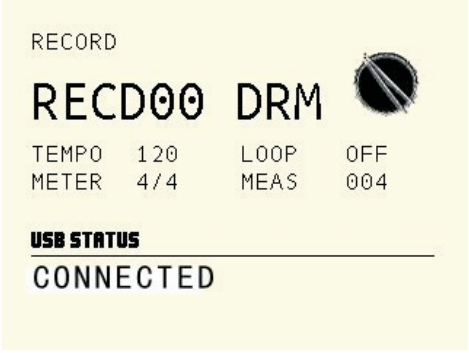
B.Press 【O/LOOP】button again. CLICK is turned on and LED lights up and flashes. Press the pad indication button or strike pad to record.

C.Stop recording: press【O/LOOP】 button again. LED lights off, and it stops recording.

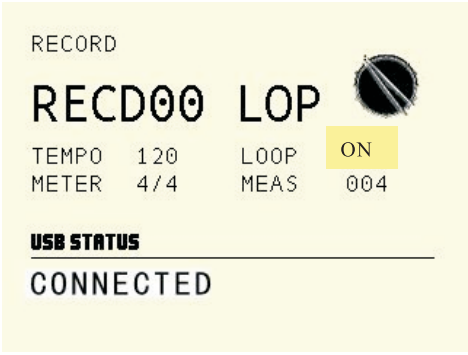
2.USB recording

A.Insert USB , and set CLICK tempo, beat and recording length.
B.Press 【O/LOOP】button again. CLICK is turned on and LED lights up and flashes, press pad indication button or strike pad to record.
C.Stop recording: press again【O/LOOP】button. LED lights off. It stops recording.
D.Press【SAVE】to save the recorded information to USB .





Record while LOOP function is off



Record while LOOP function is on

3.Replay the recorded information

1).Replay the recorded information
A.Press【REPLAY】button to replay the recorded information.
B.Press again 【REPLAY】 button 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 IMPORT interface. Press【ENTER】 to enter into USB STORAGE-IMPORT setting interface.
D.Use direction keys to select **RECORD SECTION**. Press 【ENTER】 button to enter I nto real time recording import interface. Use direction keys to select **LOOP SECTION**. Press【ENTER】 button to enter into LOOP recording import interface.

(use【+】/【-】button or 【value】knob to switch recording order)

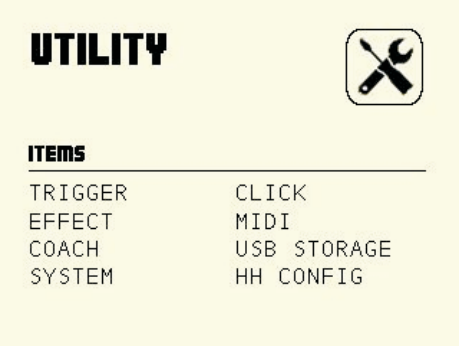
COACH MODE

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 30 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

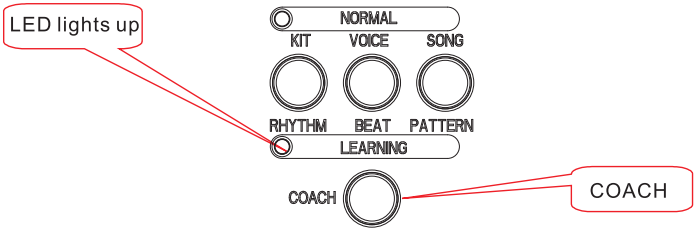
In UTILITY interface, use direction keys to select COACH. Press【ENTER】 button to enter into coach function setting interface.



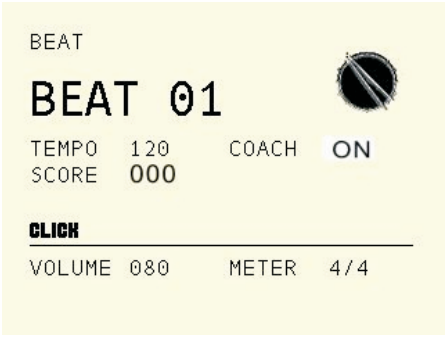
Note：A.DIFFICULT coefficient 1-5. The bigger the number is, the more difficult it is.
B.LEVEL 1-5. The bigger the number is, the higher the level is.

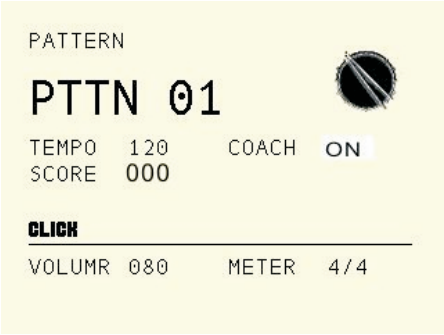
2.Enter into coach mode

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:

A.TEMPO: the tempo of practice songs. Use【+】/【-】button or【value】knob to change the song tempo.

B.VOLUME: The CLICK volume. Use【+】/【-】button or【value】knob to adjust volume.

C.meter: meter is the preset demo song, and can not be changed.

3.Select song

In the coach interface, use【+】/【-】 button or 【value】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 【O/LOOP】 button to enter into recording status. Press 【O/LOOP】button again. LED flashes and recording starts. It records the song and the striking. Press 【O/LOOP】 button to stop recording.

Note：

A.Insert USB and record：the recorded data is（MIDI format）is saved in USB.

B.Record without USB：real time recording.

C.During playing DEMO SONG or the coach mode DEMO SONG, LOOP is OFF, and the recorded data can not be played repeatedly.

MIDI SETTING

This drum is compatible with various MIDI equipments，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 equipment.
MIDI OUT: output MIDI signal when connected with external MIDI equipment.
USB: This equipment has standard USB2.0 interface to connect with any MIDI equipment 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.XP，Win7,Vista,Mac OSX. After connection, the system will identify this equipment as USB COMPOSITE DEVICE.

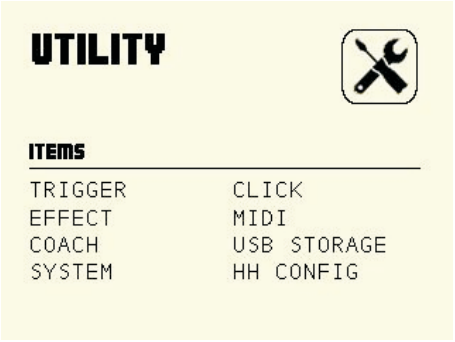
Note:

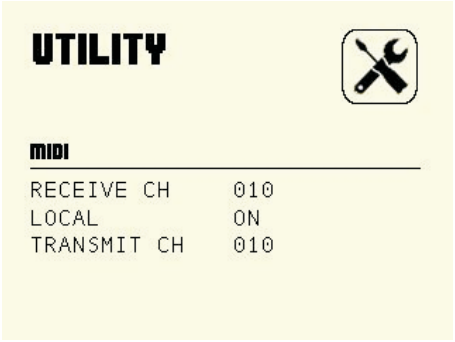
1.USB MIDI is used only when connected with MIDI

2.when USB MIDI is connected with PC, all MIDI data can be received or sent 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 equipment can send 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 sent)

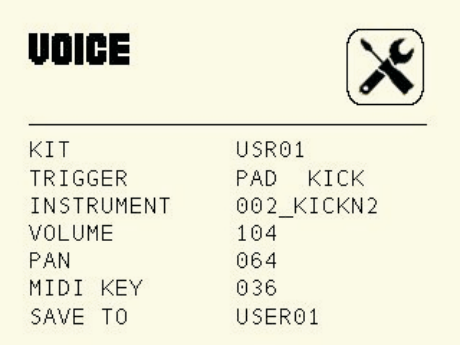
A. Use external audio sequencer to record performance

1). 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.
2). The audio sequencer or audio sequence software recognizes the channel 10 equipment As this equipment, and starts to record.
3). Perform the pads.
4). Stop performance and recording.
5). The performance can be played again.

B. Set pad MIDI output key note

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

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



2).Use direction keys to switch to MIDI KEY. Use【value】knob or【+】/【-】button to change the relative MIDI note of each trigger.

(select the trigger to be edited via striking trigger or press the relative pad button)

3).Use direction keys to switch to SAVE TO USER01. Use【valume】knob or【+】/【-】button to select user drum kit number. Press【SAVE】button to save the changed MIDI output note to the user drum kit.

Preset MIDI key 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 equipment

Connect MIDI OUT or USB cable with external MIDI keyboard or audio sequencer to receive MIDI output signal. This equipment can play the signal. The output voice changes when drum kit switches. This equipment 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	10 Ch	1-16	
	CHANGED	x	x	
MODE	DEFAULT	x	x	
	MESSAGES	x	x	
	ALTERED	**********	**********	
NOTE MEMBER		0-127	0-127	
	TRUE VOICE	**********	0-127	
VELOOCITY	NOTE ON	O 9nH,V=1-127	○	
	NOTE OFF	X (9nH,V=0)	○	
AFTER TOUCH	KEY'S	x	x	
		x	x	
PITCH BEDN		x	x	
CONTROL CHANGE	0	x	○	BANK SELECT
	1	x	○	MODULATION
	5	x	○	PORTAMENTO TIME
	6	x	○	DATA ENTER
	7	x	○	VOLUME
	10	x	○	PAN
	11	x	○	EXPRESSION
	64	x	○	SUSTAIN PEDAL
	65	x	○	PORTAMENTO ON/OFF
	66	x	○	SOSTENUTO PEDAL
	67	x	○	SOFT PEDAL
	80	x	○	REVERB PROGRAM
	81	x	○	CHROUS PROGRAM
	91	x	○	REVERB LEVEL
	93	x	○	CHROUS LEVEL
	120	x	○	ALL SOUNDS OFF
	121	x	○	RESET ALL CONTROLLERS
	123	x	○	ALL NOTES OFF
PROGRAM CHANGE	:TRUE NUMBER	○	○	
		**********	0-127	
SYSTEM EXCLUSIVE		x	○	
SYSTEM COMM0N	:SONG POSITION	x	x	
	:SONG SELECT	x	x	
	:TUNE	x	x	
SYSTEM REAL TIME	:CLOCK	○	x	
	:COMMANDS	○	x	START AND STOP ONLY
AUX	:LOCAL ON/OFF	x	x	
	:ALL NOTES OFF	x	x	
Massage	:ACTIVE SENSING	○	x	
	:RESET	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 usea 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: Pixel: 320X240, large TFT

Voice

500 kinds of drum voices and other percussions +128 kinds of GM song voices

Drum kit

36 sets of preset drum kits +36 sets of user drum kits

Effects

1).3 band EQ setting（high/mid/low）

2).Reverb setting: 8 kinds of reverb setting（hall1/hall2/room1，room2，room3，stage1，stage2，plate）

3).reverb depth 0---63

Audio sequencer

1).one track recording 1000 notes, or in LOOP mode record 8 measures or 12 measures

2).one track percussion recording can be output to USB.

3).1 to 2 track drum LOOP recording can be used as the background rhythm of the performance, and also be output to USB stick.

4).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 (1/4"), mix in stereo connector (1/8"),

Audio out connector (1/4" L/mono R)、AUX IN(1/4") stereo connector

USB MIDI、USB COMPUTER、MIDI IN、MIDI OUT

extension:TOM4、CRASH2

Power supply:DC 12V/1A inner + outer-

Drum kit list

Number	Name	Number	Name
1	POP01	19	BRSH1
2	POP02	20	BRSH2
3	POP03	21	ORCHESTRA1
4	POP04	22	ORCHESTRA1
5	ROCK1	23	GM DRUM
6	ROCK2	24	FUSION
7	ROCK3	25	DANCE1
8	METAL1	26	DANCE2
9	METAL2	27	TECHNO1
10	HOUSE	28	TECHNO2
11	FUNK1	29	SYNTH1
12	FUNK2	30	SYNTH2
13	FUNK3	31	COUNTRY
14	LATIN1	32	EAST1
15	LATIN2	33	EAST2
16	JAZZ1	34	EAST3
17	JAZZ2	35	PERCUSSION 1
18	JAZZ3	36	PERCUSSION 2

Voice list

KICK	
Voice No	Voice
1	KICKN1
2	KICKN2
3	KICKN3
4	KICKN4
5	KICKC1
6	KICKC2
7	KICKC3
8	KICKC4
9	KICK1
10	KICK2
11	KICK3
12	KICK4
13	KICK5
14	KICK6
15	KICK7
16	DNC_BD1
17	DNC_BD2
18	LO_BD
19	SYNBD01
20	SYNBD02
21	SYNBD03
22	EKICK01
23	EKICK02
24	EKICK03
25	EKICK04
26	EKICK05
27	EKICK06
28	EKICK07
29	EKICK08
30	EKICK09
31	EKICK10
32	EKICK11
33	ETTBD
34	HARDBD
35	HI_KICK
36	HRTBEAT
37	JAZZ_BD1
38	JAZZ_BD2
39	LOFI_BD
40	LONG_BD1
41	LONG_BD2
42	LONG_BD3
43	LT_BD
130	SNN18
131	SNN19

44	NOISEBD,
45	ORCHBD1
46	ORCHBD2
47	ORCHBD3
48	SPACEBD1
49	SPACEBD2
HIHAT	
Voice No	Voice
50	CHH_STD
51	CHH1
52	CHH2
53	CHH3
54	CHH4
55	CHH5
56	CHHN01
57	CHHN02
58	CHHN03
59	CHHN04
60	CHHN05
61	CHHN06
62	CHHN07
63	CHHC1
64	CHHC2
65	CHHC3
66	OHHN01
67	OHHN02
68	OHHN03
69	OHHN04
70	OHHN05
71	OHHN06
72	OHHN07
73	OHHN08
74	HOHHN01
75	HOHHN02
76	HOHHN03
77	HOHHN04
78	HOHHN05
79	HOHHN06
80	HOHHN07
81	HOHHN08
82	HOHHN09
83	HOHHN10
84	HOHHN11
85	HOHHN12
86	LOOS_HH1
175	ESANREC
176	SRIMC1

87	LOOS_HH2
88	LOOS_HH6
89	OHH_STD2
90	OHIHAT1
91	OHIHAT2
92	OHIHAT3
93	OHHC1
94	OHHC2
95	OHHC3
96	PHHC1
97	PHHC2
98	PHHN1
99	PHHN2
100	PHHN3
101	PHHN4
102	PHH1
103	PHH2
104	PHH3
105	PHH_JZ
106	EHH1
107	EHH2
108	EHH3
109	EHH4
110	ECHHC1
111	EOHHC1
112	EPHHC1
	SNARE
Voice No	Voice
113	SNN01
114	SNN02
115	SNN03
116	SNN04
117	SNN05
118	SNN06
119	SNN07
120	SNN08
121	SNN09
122	SNN10
123	SNN11
124	SNN12
125	SNN13
126	SNN14
127	SNN15
128	SNN16
129	SNN17
218	ETOM01
219	ETOM02

132	GMSN	177	SRIMC2	220	ETOM03
133	FNK_SN1	178	SRIMC3	221	ETOM04
134	FNK_SN2	179	SRIMC4	222	ETOM05
135	TITE_SN1	180	SRIMC5	223	ETOM06
136	TITE_SN2	181	SD_STKN01	224	ETOM07
137	TITE_SN3	182	SD_STKN02	225	ETOM08
138	TITE_SN4	183	SD_STKN03	226	ETOM09
139	TITE_SN5	184	SD_STKN04	227	ETOM10
140	TRD_SN1	185	SD_STKN05	228	ETOM11
141	LIVESN	186	SNCOMBO1	229	ETOM12
142	SN_STD	187	SNCOMBO2	230	XEDRUM
143	SNARE1	188	SNCOMBO3	231	808T1
144	SNARE2	189	SNCOMBO4	232	808T2
145	SNARE3	190	SNCOMBO5	233	808T3
146	ORCHSN1	191	SNCOMBO6	**CYMBAL**	
147	ORCHSN2	**TOM**		Voice No	Voice
148	ORCHSN3	Voice No	Voice	234	CRASHN01
149	SNAREC1	192	TOM1	235	CRASHN02
150	SNAREC2	193	TOM2	236	CRASHN03
151	SNAREC3	194	TOM3	237	CRASHN04
152	SNAREC4	195	TOM4	238	CRASHN05
153	SNAREC5	196	TOM5	239	CRASHN06
154	BRSH_SN1	197	TOM6	240	CRASHN07
155	BRSH_SN2	198	TOM7	241	CRASHN08
156	HRD_BT1	199	TOM8	242	CRASHN09
157	HRD_BT2	200	TOMH_STD	243	CRASHN10
158	JZ_SLP1	201	TOML_STD	244	CRASHN11
159	JZ_SLP2	202	TOMM_STD	245	CRASHN12
160	JZ_SLP3	203	FLTM_STD	246	CRASH1
161	FUNKSN	204	TOMC1	247	CRASH2
162	SYNSN01	205	TOMC2	248	CRASH3
163	SYNSN02	206	TOMC3	249	CRSHSTD1
164	SYNSN03	207	TOMC4	250	CRSHSTD2
165	ESN_1	208	TOMC5	251	CRASHC1
166	ESN_2	209	TOMC6	252	CRASHC2
167	SD_STK1	210	TOMC7	253	CRASHC3
168	SD_STK2	211	TOMC8	254	CRASHC4
169	SD_STK3	212	JZ_TOM1	255	CRASHC5
170	SD_STK4	213	JZ_TOM2	256	CRASHC6
171	SN_RIM	214	JZ_TOM3	257	CRASHC7
172	SNRIM	215	BRSH_T1	258	CRASHC8
173	HV_SN	216	BRSH_T2	259	CRASHC9
174	SRSTD	217	BRSH_T3	260	LT_CRSH1
261	CRSH_JS1	304	E_TRNGL2	349	CABASA1
262	CRSH_JS2	305	EBELL1	350	CABASA2
263	RIDE_JZ1	306	EBELL2	351	CABASA3
264	RIDE_JZ2	307	ECBSA1	352	CABASA4

265	RIDEN01	308	ECBSA2	353	CABASA5
266	RIDEN02	309	ECLAP1	354	CABASA6
267	RIDEN03	310	ECLAP2	355	CHKR1
268	RIDEN04	311	High Q	356	CHKR2
269	RIDEN05	312	Slap	357	CHKR3
270	RIDEN06	313	Scratch Push	358	CHKR4
271	RIDEN07	314	Scratch Pull	359	CHKR5
272	RIDEN08	315	Sticks	360	CLAP1
273	RIDEN09	316	Square Click	361	CLAP2
274	RIDEN10	317	Metronome Click	362	CLKBLL
275	RIDEN11	318	Metronome Bell	363	CLV
276	RIDE_STD	319	Kick Drum 2	364	COWBLL01
277	RIDE1	320	Open Surdo	365	COWBLL02
278	RIDE2	321	Shaker	366	COWBLL03
279	RBLL_STD	322	Jingle Bell	367	COWBLL04
280	RIDELC1	323	Castanets	368	COWBLL05
281	RIDELC2	324	Mute Surdo	369	COWBLL06
282	RIDEHC1	325	ECLICK	370	COWBLL07
283	RIDEHC2	326	ECOWBLL	371	COWBLL08
284	ORCCYM1	327	ESHKR01	372	COWBLL09
285	ORCCYM2	328	ESHKR02	373	COWBLL10
286	ORCCYM3	329	ESHKR03	374	COWBLL11
287	ORCCYM4	330	ESHKR04	375	COWBLL12
288	ECRASH1	331	ESHKR05	376	COWBLL13
289	ECRASH2	332	ESHKR06	377	HAGOGO1
290	REV_CYM1	333	ESHKR07	378	HAGOGO2
291	REV_CYM2	334	ESLAP1	379	HAGOGO3
292	REV_CYM3	335	ESLAP2	380	HAGOGO4
293	SPLSH1	336	ESTICK1	381	LAGOGO1
294	SPLSH2	337	ESTICK2	382	LAGOGO2
295	SPLSH3	338	ETMBRIN1	383	LAGOGO3
296	SPLSH4	339	ETMBRIN2	384	LAGOGO4
297	SPLASHN1	340	MACHINE1	385	HIBNGO1
298	SPLASHN2	341	MACHINE2	386	HIBNGO2
299	CN CYMBAL	342	MACHINE3	387	HIBNGO3
PERCUSSION		343	MACHINE4	388	HIBNGO4
Voice No	Voice	344	MONO1	389	HIBNGO5
300	E_MRCA1	345	PING	390	LOBNGO1
301	E_MRCA2	346	SCRASH	391	LOBNGO2
302	E_MTRI	347	SNATCH	392	LOBNGO3
303	E_TRNGL1	348	BLLTREE	393	LOBNGO4
394	HTMBL1	439	OHCNGA10	484	TONBAK5
395	HTMBL2	440	OHCNGA11	485	TONBAK6
396	HTMBL3	441	MRCAS1	486	TONBAK7
397	HTMBL4	442	MRCAS2	487	CHIM1
398	HTMBL5	443	MTRNGL	488	CHIM2

399	HTMBL6	444	OPNTRGL	489	SNAP1
400	HTMBL7	445	TMBRN1	490	SNAP2
401	HTMBL8	446	TMBRN2	491	STICK1
402	LO_TMB1	447	TMBRN3	492	STICK2
403	LO_TMB2	448	TMBRN4	493	TIM1
404	LO_TMB3	449	TMBRN5	494	TIM2
405	LO_TMB4	450	VSLP1	495	TIM3
406	LO_TMB5	451	VSLP2	496	TIM4
407	HWBLK	452	VSLP3	497	TMPNS1
408	LWBLK	453	CNBGONG	498	TMPNS2
409	LGUIRO	454	CNLCYMBL	499	TMPNS3
410	SGUIRO	455	CNLDRM1	500	WNDCHM
411	LWHSL1	456	CNLDRM2		
412	LWHSL2	457	CNSCYMBL		
413	SWHSL1	458	SNSDR		
414	SWHSL2	459	CNSGONG		
415	MCUICA	460	DYRH01		
416	OCUICA	461	DYRH02		
417	LOCNGA1	462	DYRH03		
418	LOCNGA2	463	DYRH04		
419	LOCNGA3	464	DYRH05		
420	MUCNGA01	465	INDNDRM1		
421	MUCNGA02	466	INDNDRM2		
422	MUCNGA03	467	INDNDRM3		
423	MUCNGA04	468	SUPRGNG		
424	MUCNGA05	469	TABDN		
425	MUCNGA06	470	TABLDN		
426	MUCNGA07	471	TABLUP		
427	MUCNGA08	472	TABSLAP		
428	MUCNGA09	473	TABUP		
429	MUCNGA10	474	TAIKO1		
430	OHCNGA01	475	TAIKO2		
431	OHCNGA02	476	TAIKO3		
432	OHCNGA03	477	TAIKOSD1		
433	OHCNGA04	478	TAIKOSD2		
434	OHCNGA05	479	TAIKOSD3		
435	OHCNGA06	480	TONBAK1		
436	OHCNGA07	481	TONBAK2		
437	OHCNGA08	482	TONBAK3		
438	OHCNGA09	483	TONBAK4		

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	VSLP1
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
1	POP ROCK	4/4	100
2	FUNK1	4/4	120
3	FUNK2	4/4	159
4	ROCK BLUES1	4/4	128
5	ROCK BLUES2	4/4	105
6	BLUES	4/4	64
7	HARD ROCK	4/4	138
8	ROCK	4/4	140
9	METAL	4/4	120
10	POP	4/4	100
11	SOUL	4/4	82
12	FUSION	4/4	110
13	COUNTRY	4/4	120
14	COUNTRY FOLK	4/4	108
15	FOLK	4/4	140
16	JAZZ1	4/4	130
17	JAZZ2	4/4	150
18	REGGAE	4/4	110
19	BOSSA	4/4	120
20	WALTZ	3/4	140

Coach mode 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

模式练习曲表