



# Nitro Ultimate XL Drum Module

## User Guide



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## (1.0) Introduction

### (1.1) Box Contents

Nitro Ultimate XL Drum Module  
Nitro Ultimate XL Drum Kit & Accessories  
Drumeo Drum Lessons Card  
Power Adapter  
Box Contents and Assembly Guide  
Quickstart Guide  
Safety & Warranty Manual

### (1.2) Support

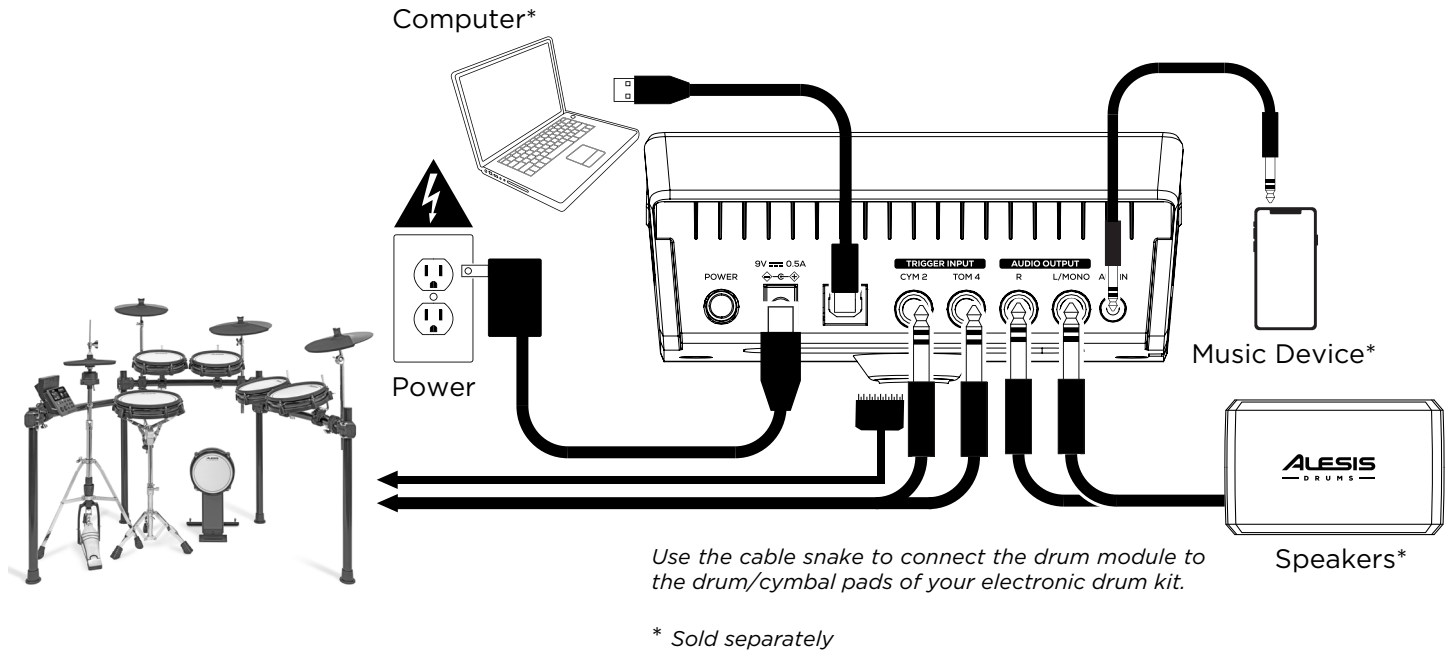
For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit [alesis.com](https://alesis.com).

For additional product support, visit [alesis.com/support](https://alesis.com/support).

### (1.3) Setup

Items not listed in [\(1.1\) Box Contents](#) are sold separately.

#### (1.3.1) Connection Diagram



**Note:** Ensure your hi-hat stand's "pull rod" is tightened firmly. If your stand's pull rod is loose, this can allow the hi-hat cymbal to spin, making it more difficult to hit the rubber striking surface. Follow the link in the QR code for a more detailed Nitro Ultimate hi-hat setup guide.



#### (1.3.2) Drum Setup and Playing

1. Connect your electronic drum kit's pads to the cable snake, then connect the cable snake to the **Cable Snake Input** on the module's bottom panel.
2. Connect the Crash 2 pad to the module's **CYM 2 Input** using the included TRS cable.
3. Connect the Tom 4 pad to the module's **TOM 4 Input** using the included TRS cable.
4. Connect speakers (sold separately) to the **Audio Output** and/or connect 1/8" stereo headphones (sold separately) to the **Phones** output. Turn the **Volume** knob all the way down (counterclockwise).
5. Connect the module to a power source, using the included power adapter (9V DC, 500 mA, center positive).
6. Press the **Power** button to turn the module on.
7. Adjust the **Volume** knob to an appropriate level and play some drums!

**Selecting a Drum Kit:** After powering on the module, or after pressing the **Kit** button, you will see the **Kit** indicator and **NUM** on the display. Use the **-** and **+** buttons to select a drum kit, and start playing! Kits 01-36 are Preset Kits. Kits 37 - 52 are User Kits (see [\(3.1\) Editing and Saving Drum Kits](#) for more information).

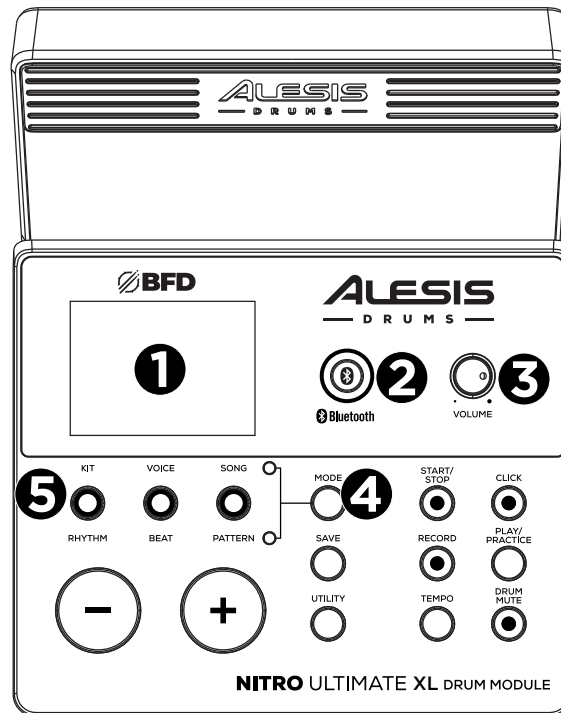
**Note:** The top Mode LED (Normal Mode), and KIT button LED must be lit in order to cycle through available Kits.

**Using the Click:** You can turn the click track (metronome) on or off by pressing the **Click** button. Adjust its tempo by pressing **Tempo** and using the **-** and **+** buttons to set the new BPM (beats per minute). See [\(4.2\) Adjusting the Metronome](#) for more information about metronome features.



## (2.0) Features

### (2.1) Top Panel



#### 1. Display

This display shows information relevant to the current settings and functions.

#### 2. Bluetooth®

Press this button to pair to a Bluetooth device. The backlit button will be lit solid when a device is paired. If the button is pressed again, pairing mode will be canceled. See [\(4.5\) Connecting to a Bluetooth® Device](#) for more details.

#### 3. Volume

Adjusts the output volume of the **Audio Output** and **Phones**.

#### 4. Mode

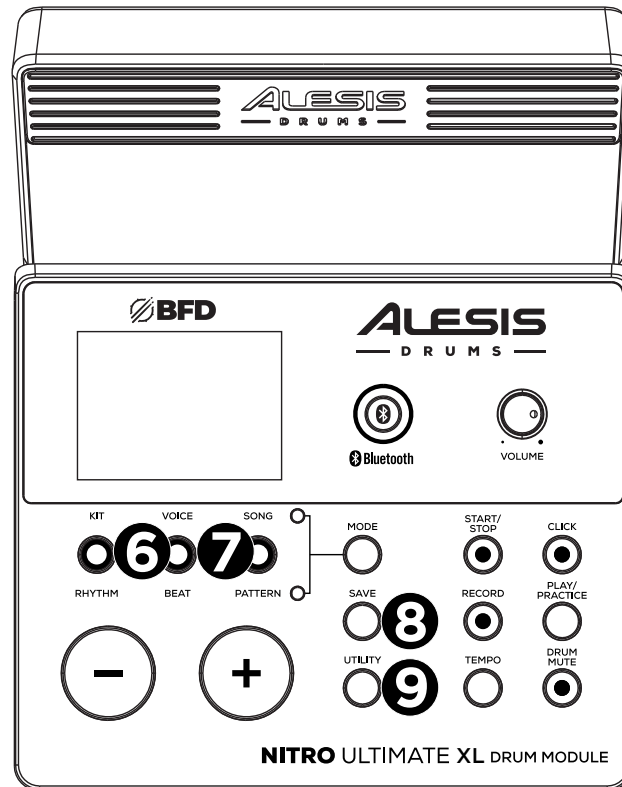
Press to set the function of the three buttons to the left to Normal mode (**Kit**, **Voice**, **Song**) or Learning mode (**Rhythm**, **Beat**, **Pattern**), indicated by the LEDs.

#### 5. Kit / Rhythm

In Normal Mode, press this button to enter the Kit Menu, where you can select a kit or adjust kit-related settings.

In Learning Mode, press this button to select a rhythm (full kit) to play along to or adjust pattern-related settings.

**Note:** To play along with the pre-recorded rhythm pattern, press the **Play/Practice** button. To play along without the pre-recorded rhythm pattern and keep score of your performance, press the **Start/Stop** button.



## 6. Voice / Beat

In Normal Mode, press this button to enter the Voice Menu, where you can select a voice (drum sound) or adjust voice-related settings. In Learning Mode, press this button to select a beat (snare drum only) to play along to or adjust pattern-related settings.

**Note:** To play along with the pre-recorded beat pattern, press the **Play/Practice** button. To play along without the pre-recorded beat pattern and keep score of your performance, press the **Start/Stop** button.

## 7. Song / Pattern

In Normal Mode, press this button to enter the Song Menu, where you can select a song or adjust song-related settings. In Learning Mode, press this button to enter the Pattern Menu, where you can select a pattern (full kit plus accompaniment) to play along to or adjust pattern-related settings.

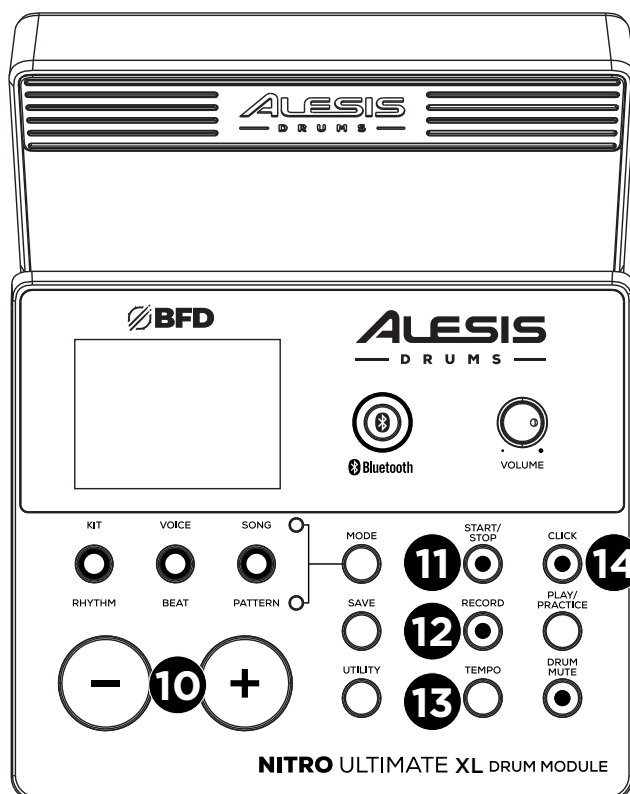
**Note:** To play along with the pre-recorded pattern, including backing track drums, press the **Play/Practice** button. To play along with the pre-recorded pattern and keep score of your performance without the backing track drums, press the **Start/Stop** button.

## 8. Save

While in Kit or Voice mode, press the **Save** button to save the current kit settings. Use the - / + buttons to select an available save slot, and then press **Save** again. To cancel a change before saving, press **Kit**, **Voice**, or **Song**. See [\(3.1\) Editing and Saving Drum Kits](#) for more details.

## 9. Utility

While in Normal Mode (**Kit**, **Voice**, or **Song**), press this button repeatedly to access the advanced settings for the pads, as well as the module's MIDI settings. Use the - / + buttons to adjust parameters. See the [\(4.1\) Adjusting Utility Settings](#) section for more information.



#### 10. - / +

Press to adjust the selected parameter. Use these buttons to change the value of the setting shown on the display, such as kit numbers or effects levels.

#### 11. Start/Stop

When in the Normal Mode, press this button to start or stop Song playback. See [\(3.2\) Playing Along With Songs](#) for more details.

When in the Learning Mode, press this button to start or stop the selected Pattern, Rhythm, or Beat scored performance, once you feel you have learned the Pattern, Rhythm, or Beat in Play/Practice. Select a Song /Pattern/Rhythm/Beat using the - / + buttons. Press and hold the **Play/Practice** button for 2 seconds to hear the playback of your performance. Press **Start/Stop** or **Play/Practice** again to stop playback. See [\(3.3\) Playing Along With Beats, Rhythms, and Patterns](#) for more details.

#### 12. Record

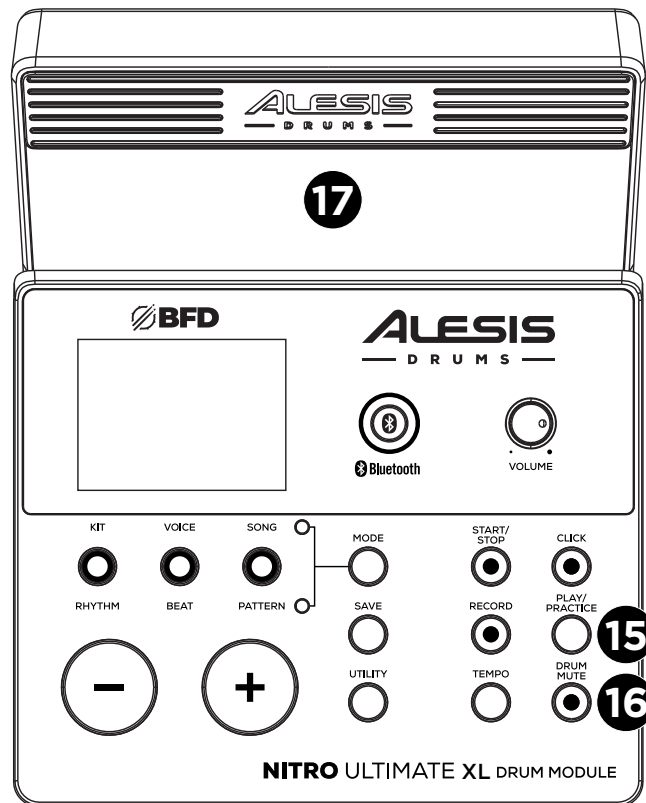
While in Normal Mode (Kit, Voice, or Song), press this button once to record-arm the module. When armed, the button LED will flash. To start recording, press **Start/Stop** or hit a pad. When recording, its LED will light solid. To stop recording, press **Start/Stop** again. See the [\(4.3\) Recording](#) section for more information.

#### 13. Tempo

Press to display the current tempo in beats per minute (BPM). Use the - / + buttons to change it.

#### 14. Click

Press this to turn the click track (metronome) on or off. See the [\(4.2\) Adjusting the Metronome](#) section for more information.



### 15. Play/Practice

In Normal Mode, press this button to hear a recorded performance. In Learning Mode, press this button to start playing the beat, rhythm, or pattern; you can then play along to it without being scored.

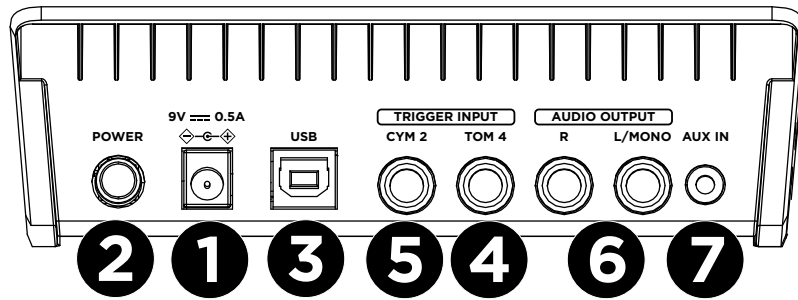
### 16. Drum Mute

When this button is on, its LED will be lit and the pre-recorded drum part will be muted so you can hear only your performance and any accompaniment (backing music). While in Song mode, this button can be pressed again to hear the pre-recorded drum part. This button will automatically be on while recording.

### 17. Mobile Device Shelf

Place your device here. While the rubber padding will help keep your device still, use caution when playing with force as vibrations from heavy playing may cause the device to move. Please keep your device in landscape mode for the most stability.

## (2.2) Rear Panel



### 1. Power Input

Connect the included power adapter (9V DC, 500mA, center pin-positive) here, then connect the adapter to wall power.

**Note:** To save energy, the drum module will shut down automatically after 30 minutes of no activity. If you do not need this feature or want to adjust the shutdown time, do the following:

- I. Power on the drum module.
- II. Press **Utility** repeatedly until the Power page (**POW**) is selected.
- III. Use the **- / +** buttons to adjust the shutdown time (15 - 60 minutes, or **OFF**).

### 2. Power Button

Press this button to turn the module on or off.

### 3. USB-B Port

Use a USB cable (sold separately) to connect the module to your computer to send MIDI information.

**Note:** Only MIDI information is sent over the USB connection, not audio.

### 4. Tom 4 Trigger Input (1/4" [6.35 mm] TRS)

Use a 1/4" TRS cable to connect this input to a sold separately tom 4 drum pad, which will trigger the Tom 4 sound.

### 5. Crash 2 Trigger Input (1/4" [6.35 mm] TRS)

Use the included 1/4" TRS cable to connect this input to the included crash cymbal 2 pad, which will trigger the Crash 2 sound.

### 6. Audio Output (1/4" [6.35 mm] TRS)

Connect this output to a speaker, amplifier system, or mixer.

### 7. Aux Input (1/8" [3.5 mm] TRS)

Connect an auxiliary device such as a phone, MP3 player, or CD player here. This audio will be heard in the Audio Outputs and Phones output. During recording, the audio from this input will not be recorded.

## (2.3) Side Panel

### 1. Phones Output

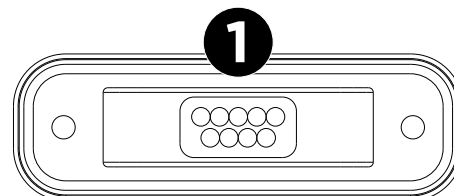
Connect your 1/8" (3.5 mm) headphones to this output.



## (2.4) Bottom Panel

### 1. Cable Snake Input

Connect the cable snake included with the Nitro Ultimate XL Drum Kit to the module here.



## **(3.0) Basic Functions**

### **(3.1) Editing and Saving Drum Kits**

#### **Important:**

- To edit and save your kits, you must be in Normal Mode, with either the Kit or Voice button lit.
- Remember to save your kits after you have entered the settings you want!

First, press **Kit** until **NUM** appears on the display. Then use the **- / +** buttons to select your desired kit. Once you've selected your kit, you can edit its settings.

#### **To adjust the kit settings:**

1. Press the **Kit** button to cycle between these other editable kit parameters:
  - **VOL**: Kit volume
  - **REV\***: Kit reverb
  - **EQH\***: Equalization, high frequencies
  - **EQM\***: Equalization, mid frequencies
  - **EQL\***: Equalization, low frequencies
2. Use the **-** and **+** buttons to adjust the value.

\* The reverb and equalization affect the sound of the kit and song.

#### **To adjust the pad settings:**

1. Make sure the module is in Normal mode (top Mode LED is lit).
2. Hit the pad whose settings you want to adjust.
3. Press the **Voice** button.
4. Press **- / +** buttons to change a sound.
5. Press the **Voice** button again to view and edit these settings on the display:
  - **NUM / H-C\*\***: Pad voice (drum, cymbal, or percussion sound)
  - **VOL**: Pad volume
  - **PAN**: Pad panning
  - **PIT**: Pad pitch
  - **REV**: Pad reverb
  - **MID**: MIDI note. See the [\(5.0\) Appendix](#) for a list of the default MIDI note numbers for each pad.
  - **P-S**: Pad song switch (selects whether or not a song will play when that pad is struck)
  - **P-N\*\*\***: Pad song number (selects which song will play when that pad is struck, if P-S is set to **ON**)
6. Use the **-** and **+** buttons to adjust the value.

\*\* If the selected pad is the Hi-Hat, you can choose one of the combinations of open and closed hi-hat sounds (H-C, 001-007).

\*\*\* Songs 61 - 80 are pitched, nondrum samples (e.g., bass, piano, vibraphone, etc.) rather than actual songs, so they're ideal for assigning to a pad, when selecting the "pad song number." Songs 66 - 80 will change pitch with each hit. Songs 1 - 60 are actual songs.

#### **To save your settings:**

1. Press **Save**.
2. Use the **-** and **+** buttons to select the User Kit slot you want to save it to (37 - 52).
3. Press **Save** again.

**To cancel a change before saving**, press Kit, Voice, or Song.

### (3.2) Playing Along With Songs

**Important:** To play songs, you must be in Normal Mode (Kit, Voice, Song).

To select and play a song:

1. Press the **Song** button until **NUM** appears on the display.
2. Use the **-** and **+** buttons to select a song.
3. Press **Start/Stop** to begin playback.

**Adjust the tempo** by pressing **Tempo** and using the **-** and **+** buttons to adjust the BPM. Press both **-** and **+** buttons simultaneously to reset the tempo to its default value. Press the **Song** button to cycle through additional Song settings.

**Adjust the volume of the music** (not the drum part) by pressing the **Song** button, then press the **Song** button repeatedly until **ACC** appears on the display. Use the **-** and **+** buttons to adjust the volume. It will return to its default volume setting when you power the module off.

**Adjust the volume of the drum part** by pressing the **Song** button, then press the **Song** button until **DRM** appears on the display. Use the **-** and **+** buttons to adjust the volume. To mute/unmute the drum part entirely, press **Drum Mute**. It will return to its default volume setting when you power the module off.

### (3.3) Playing Along With Beats, Rhythms, and Patterns

**Important:** To play along with Beats, Rhythms, or Patterns, you must be in Learning Mode.

1. Press one of these Learning Mode buttons to select how you want to play:
  - **Beat (BEA):** Snare drum only
  - **Rhythm (RHM):** Full kit
  - **Pattern (PTN):** Full kit plus musical accompaniment
2. Use the **-** and **+** buttons to select the beat, rhythm, or pattern you want to practice.
3. **To practice without being scored**, press **Play/Practice (PRA)** will appear on the display). After a count-in, the beat, rhythm, or pattern will repeat so you can practice it.  
**To play and be scored**, press **Start/Stop**. After a count-in (**EXM** will appear on the display), the beat, rhythm, or pattern will play once without the drum part. Play the drum part as accurately as possible. At the end, you will receive a score (**SCO**) based on your accuracy. To improve your score, **Practice** the beat, rhythm, or pattern without being scored (see above) and try again!

Every played and scored attempt is automatically recorded. Press and hold **Play/Practice** for 2 seconds to hear the playback of your practice (**PLY**). Press **Play/Practice** again to stop playback.

**Notes:**

- If **EPY** appears on the display, it means the memory is empty because no recording was made. Play while scoring your performance (as described above) to record.
- If **FUL** appears on the display, it means the module's memory became full while recording. You can clear/overwrite the memory by simply making a new recording.

**To adjust the Learning Mode settings:**

Each Learning Mode has different adjustable settings. Press the desired Learning Mode button (**Rhythm**, **Beat**, or **Pattern**) to cycle through the additional settings, and use the **-** and **+** buttons to adjust their values:

- **Beat (BEA):** (**DRM**) Drum volume
- **Rhythm (RHM):** (**LEV**) Difficulty level; (**DRM**) Drum volume
- **Pattern (PTN):** (**LEV**) Difficulty level; (**ACC**) Accompaniment; (**DRM**) Drum volume



## (4.0) Advanced Functions

### (4.1) Adjusting Utility Settings

The Utility menu lets you further customize your pad settings and adjust the module's MIDI settings.

#### To adjust the Utility settings:

1. Press the **Mode** button so that Normal Mode (Kit, Voice, Song) is active.
2. Hit the pad whose settings you want to adjust.
3. Press the **Utility** button repeatedly until the desired setting appears on the display:
  - **SEN** (Pad sensitivity): Controls how responsive a pad is when you hit it. The higher the value, the less forcefully you need to play to generate a loud hit.
  - **THR** (Pad threshold): Controls how forcefully you have to hit the pad to generate a sound. The higher the value, the harder you have to hit it.
  - **CRO** (Pad crosstalk): Crosstalk is the unintentional triggering of a pad when an adjacent pad is hit. The higher the value, the less likely the pad will be triggered by crosstalk.
  - **CUR** (Pad velocity curve): Controls the pad's dynamic response relative to the force (velocity) of your hit. The curves are shown in the [\(5.0\) Appendix](#) section.
  - **R-S** (Pad rim sensitivity): Controls how responsive a pad's rim is when you hit it.
  - **S-S** (Hi-Hat "splash" sensitivity): Controls how responsive the hi-hat "splash" effect is when you hit the pedal. To create this sound, tap your foot on the pedal but lift it up immediately instead of leaving your foot down.
  - **LOC** (Local Mode): See [\(4.4\) MIDI Settings](#) for more information.
  - **GM** (General MIDI Mode): See [\(4.4\) MIDI Settings](#) for more information.
4. Use the **-** and **+** buttons to adjust the value.

**To save the settings**, press **Save**. Otherwise, they will return to their default settings when you power the module off.

### (4.2) Adjusting the Metronome

The module's built-in metronome can be used when practicing, performing, recording, or during playback.

#### Using the metronome:

You can turn the click track (metronome) on or off by pressing the **Click** button. Adjust its tempo by pressing **Tempo** and using the **-** and **+** buttons to set the new BPM (beats per minute).

#### To adjust the metronome settings:

1. Turn on the metronome (by pressing **Click**), then, while in Normal Mode, press the Mode button repeatedly until the desired setting appears on the display:
  - **SIG** (Time signature): The time signature the metronome is counting. (When a "0" is selected as the first number, the first beat will not be indicated by a different metronome sound; every beat will have the same sound.)
  - **INT** (Interval): The subdivisions that the metronome will play.
  - **VOL** (Volume): The metronome volume.
  - **VOC** (Voice): The metronome sound.
2. Use the **-** and **+** buttons to adjust the value. The settings will be automatically saved.

## (4.3) Recording

### To record:

1. Press the **Mode** button so that Normal Mode (Kit, Voice, Song) is active.
2. Press **Record**. The button's LED will flash and the metronome will turn on automatically. This means the module is record-armed.
3. To start recording, press **Start/Stop**, or hit any pad. The **Record LED** will light solid. (To cancel recording instead, press **Record** again.)
4. To stop recording, press **Start/Stop**, or press **Record**. The **Record LED** will turn off.
5. To play the recording, press **Play/Practice**. Press it again to stop playback.

### Notes:

- In Learning Mode when Start/Stop is pressed, your performances are automatically recorded.
- If **FUL** appears on the display, it means the module's memory became full while recording. You can clear/overwrite the memory by simply making a new recording.

### To record your performance with a Song:

1. Adjust the Song number (**SNG**) (as described in the [To adjust the recording settings](#) section below).
2. Start recording (as described in the [To record](#) section above).
3. To play the recording, press **Play/Practice**. Press it again to stop playback.

### To adjust the recording settings:

1. Press **Record**. The button's LED will flash and the metronome will turn on automatically. This means the module is record-armed.
2. Press **Mode** until the desired setting appears on the display:
  - **SNG** (Song number): The song that will play in the background.
  - **KIT** (Kit): The drum kit that will be recorded.
  - **BPM** (Tempo): The recording tempo.
  - **SIG** (Time signature): The recording time signature.
  - **INT** (Interval): The subdivisions that the metronome will play.
  - **DRM** (Drum mute): When not set to a song (---) or when set to Song 61-80, this setting is disabled because an actual song is not selected (Songs 61-80 are actually just samples that can be assigned to the pads). When set to Song 1-60, you can set this to **ON** or **OFF** to turn the original drum part on or off. Alternatively, you can press the **Drum Mute** button.
  - **PRC** (Pre-count): When set to **ON**, there will be a one-measure count-in before the recording starts. When set to **OFF**, the recording will start immediately after you press **Start/Stop** or hit a pad.
3. Use the **-** and **+** buttons to adjust the value. The settings will be automatically saved.

## (4.4) MIDI Settings

To change the MIDI note number sent by each pad, see the section [\(3.1\) Editing and Saving Drum Kits > To adjust the pad settings](#).

### To adjust the MIDI settings:

1. Hit the pad whose settings you want to adjust.
2. Press **Utility** repeatedly until the desired setting appears on the display:
  - **LOC** (Local Mode):
    - o When set to **ON**, playing your electronic drum kit will trigger the sounds in the drum module.
    - o When set to **OFF**, playing your electronic drum kit will trigger sounds in a computer connected to the module's **USB port**, bypassing the drum module's sound library.
    - o **GM** (General MIDI Mode): When set to **ON**, Channel 10 in the drum module will use General MIDI percussion sounds.
    - o When set to **OFF**, Channel 10 in the drum module will use the module's internal drum sounds.
3. Use the **-** and **+** buttons to adjust the value.

### To record to recording software (DAW):

1. Use a USB cable (sold separately) to connect to the USB port on the module's rear panel to an available USB port on your computer.
2. Open DAW software and set the active instrument or MIDI track to Channel 10, and start recording.

**Note:** Be sure to have an instrument plugin (like BFD player) inserted into the instrument track or MIDI track.

3. Start recording in your DAW.
4. Play your Nitro Ultimate XL kit!
5. Stop recording in your DAW. Your performance has been recorded.

### To use BFD player as a standalone drum module:

1. Use a USB cable (sold separately) to connect to the USB port on the module's rear panel to an available USB port on your computer.
2. Install BFD Player and any associated Expansion Packs.
3. Open your BFD Player software.
4. Select the **Cog icon** (Settings) in the bottom left corner of BFD Player.
5. In the **Audio** section, select your Sample Rate, Buffer Size, and Output. Be sure that your headphones are connected to whatever audio source you have selected, such as your laptop's headphone output or audio interface's output.

**Important:** Audio from BFD Player will not be sent out of the Nitro Ultimate XL's headphone output.

6. In **MIDI Input Device**, select "Alesis Nitro Ultimate XL".
7. Close the settings window.
8. In the left side of the BFD Player's window, select the expansion pack kit you would like to use.
9. Play your Nitro Ultimate XL Kit and enjoy!

## (4.5) Connecting to a Bluetooth® Device

1. Press and release the **Power** button to power on the Nitro Ultimate XL drum module. When no Bluetooth device is connected, the Bluetooth button LED will be off.
2. Press the **Bluetooth** button to enter pairing mode. The Bluetooth button LED will flash.
3. Navigate to your device's Bluetooth settings and select **Alesis Nitro Ultimate XL**. Once your device has been paired, the Bluetooth button LED will be fully lit.

**Note:** If the Bluetooth button is pressed again, pairing mode will be canceled, and the LED will return to the previous state (paired with the previous device or no device).

To disconnect a paired device, press and hold the **Bluetooth** button again.

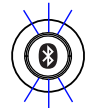
POWER



Press and release



Press



Flashing LED = Pairing mode

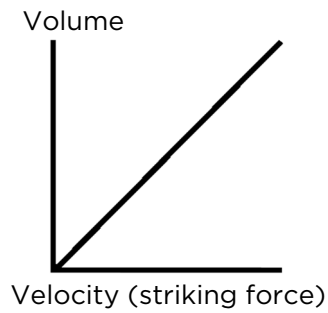


Solid LED = Paired

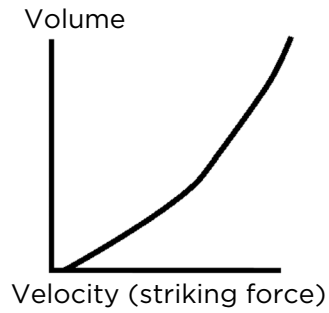
## (5.0) Appendix

### (5.1) Velocity Curves

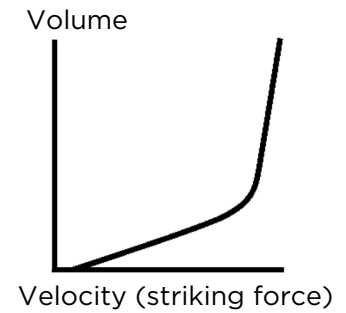
Curve 1



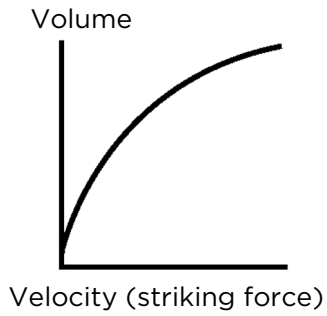
Curve 2



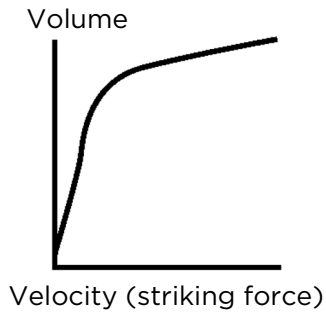
Curve 3



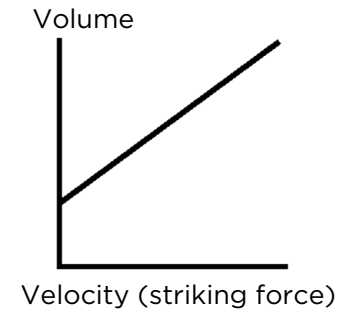
Curve 4



Curve 5



Curve 6



## (5.2) Pad MIDI Note Numbers

| Trigger             | MIDI Note Number |
|---------------------|------------------|
| Kick                | 36               |
| Snare               | 38               |
| Snare Rim           | 40               |
| Tom 1               | 48               |
| Tom 1 Rim           | 50               |
| Tom 2               | 45               |
| Tom 2 Rim           | 47               |
| Tom 3               | 43               |
| Tom 3 Rim           | 58               |
| Tom 4               | 41               |
| Tom 4 Rim           | 39               |
| Ride                | 51*              |
| Ride Rim            | 59*              |
| Ride Bell           | 53*              |
| Crash 1             | 49*              |
| Crash 1 Rim         | 55*              |
| Crash 2             | 57*              |
| Crash 2 Rim         | 52*              |
| Hi-Hat Open         | 46               |
| Hi-Hat Open - Rim   | 26*              |
| Hi-Hat Closed       | 42               |
| Hi-Hat Closed - Rim | 22               |
| Hi-Hat Pedal        | 44               |
| HH Splash           | 21               |

HH Pedal Movement – Aftertouch

\* Choke messages sent as key aftertouch messages

(5.3) Kits

|    |             |       |                   |
|----|-------------|-------|-------------------|
| 1  | Deep Rock   | 20    | Brush             |
| 2  | Tight Pop   | 21    | Room              |
| 3  | Roomy Rock  | 22    | Rock              |
| 4  | Phat Pop    | 23    | Pop Rock          |
| 5  | Tight Rock  | 24    | Jazz              |
| 6  | Garage      | 25    | Jazz Brush        |
| 7  | Studio Rock | 26    | Timpani           |
| 8  | Power Pop   | 27    | Singer Songwriter |
| 9  | Grch        | 28    | 1971              |
| 10 | HOP         | 29    | Latin             |
| 11 | Jazz Noir   | 30    | Disco             |
| 12 | VRT         | 31    | T66 Drum Machine  |
| 13 | Acoustic    | 32    | 99 Drum Machine   |
| 14 | Standard 1  | 33    | Hip Hop           |
| 15 | Standard 2  | 34    | Electronic 1      |
| 16 | Funk 1      | 35    | Electronic 2      |
| 17 | Funk 2      | 36    | Techno 1          |
| 18 | Fusion      | 37-52 | USR1 - USR16      |
| 19 | Cam         |       |                   |

## (5.4) Sounds

|    |                  |    |                        |     |                       |
|----|------------------|----|------------------------|-----|-----------------------|
| 1  | Grch Kick        | 43 | Step Kick              | 85  | Rock Snare Rim 1      |
| 2  | Snr Kick         | 44 | Teckno Kick            | 86  | Rock Snare 2          |
| 3  | Copper Kick      | 45 | Drum & Bass Kick       | 87  | Rock Snare 3          |
| 4  | Mpx Kick         | 46 | Junkyard Kick          | 88  | Room Snare 1          |
| 5  | Grch Purple Kick | 47 | Noise Kick             | 89  | Room Snare 2          |
| 6  | HOP Kick         | 48 | Industry Kick          | 90  | Room Snare 3          |
| 7  | Jazz Noir Kick   | 49 | Lo-Fi Kick             | 91  | Steel Snare           |
| 8  | VRT Kick         | 50 | Disco Kick             | 92  | Steel Snare Rim       |
| 9  | Standard Kick 1  | 51 | 88 Drum Machine Kick   | 93  | Jazz Snare 1          |
| 10 | Standard Kick 2  | 52 | 99 Drum Machine Kick   | 94  | Jazz Snare Rim 1      |
| 11 | Classic Kick 1   | 53 | Electronic Kick 1      | 95  | Jazz Snare 2          |
| 12 | Classic Kick 2   | 54 | Electronic Kick 2      | 96  | Jazz Snare Rim 2      |
| 13 | Rock Kick 1      | 55 | Electronic Kick 3      | 97  | Jazz Latin Snare      |
| 14 | Rock Kick 2      | 56 | Electronic Kick 4      | 98  | Big Band Snare        |
| 15 | Rock Kick 3      | 57 | Electronic Kick 5      | 99  | Cam Snare             |
| 16 | Room Kick 1      | 58 | Electronic Kick 6      | 100 | Cam Snare Rim         |
| 17 | Room Kick 2      | 59 | Electronic Kick 7      | 101 | Brush Snare 1         |
| 18 | Jazz Kick 1      | 60 | Snr Snare 1 Head       | 102 | Brush Snare 2         |
| 19 | Jazz Kick 2      | 61 | Snr Snare 2 Rimshot    | 103 | Brush Snare Rim       |
| 20 | Big Band Kick 1  | 62 | Acro Snare Head        | 104 | Funk Snare 1          |
| 21 | Big Band Kick 2  | 63 | Acro Snare Rim         | 105 | Funk Stick            |
| 22 | Cam Kick 1       | 64 | Snr Snare 2 Head       | 106 | Funk Band Snare       |
| 23 | Cam Kick 2       | 65 | Snr Snare 2 Rim        | 107 | Funk Band Snare Rim   |
| 24 | Funk Kick 1      | 66 | Mpx Snare Head         | 108 | Funk Band Snare Stick |
| 25 | Funk Kick 2      | 67 | Mpx Snare Rim          | 109 | Fusion Snare          |
| 26 | Funk Kick 3      | 68 | Grch Purple Snare Head | 110 | Fusion Snare Stick    |
| 27 | Hip Hop Kick 1   | 69 | Grch Purple Snare Rim  | 111 | Snare Stick           |
| 28 | Hip Hop Kick 2   | 70 | HOP Snare Head         | 112 | Power Snare           |
| 29 | Hip Hop Kick 3   | 71 | HOP Snare Rim          | 113 | Hip Hop Snare 1       |
| 30 | Hip Hop Kick 4   | 72 | Jazz Noir Snare Head   | 114 | Hip Hop Snare 2       |
| 31 | 1969 Kick        | 73 | Jazz Noir Snare Rim    | 115 | 1969 Snare            |
| 32 | 1971 Kick        | 74 | VRT Snare Head         | 116 | 1969 Snare Rim        |
| 33 | 1976 Kick        | 75 | VRT Snare Rim          | 117 | 1971 Snare            |
| 34 | Power Kick       | 76 | Standard Snare         | 118 | 1971 Snare Rim        |
| 35 | R&B Kick         | 77 | Standard Snare Rim     | 119 | 1976 Snare            |
| 36 | Voice Kick       | 78 | Classic Snare 1        | 120 | 1976 Snare Rim        |
| 37 | Acoustic Kick    | 79 | Classic Snare Rim 1    | 121 | House Snare 1         |
| 38 | Orchestra Kick   | 80 | Classic Snare 2        | 122 | House Snare 2         |
| 39 | House Kick 1     | 81 | Classic Snare Rim 2    | 123 | House Snare 3         |
| 40 | House Kick 2     | 82 | Acoustic Snare         | 124 | Teckno Snare 1        |
| 41 | House Kick 3     | 83 | Acoustic Snare Rim     | 125 | Teckno Snare 2        |
| 42 | House Kick 4     | 84 | Rock Snare 1           | 126 | 88 Drum Machine Snare |



|     |                       |     |                       |     |               |
|-----|-----------------------|-----|-----------------------|-----|---------------|
| 127 | 99 Drum Machine Snare | 171 | Grch Purple Tom 1     | 215 | Cam Tom 1     |
| 128 | Drum and Bass Snare 1 | 172 | Grch Purple Tom 1 Rim | 216 | Cam Tom 2     |
| 129 | Drum and Bass Snare 2 | 173 | Grch Purple Tom 2     | 217 | Cam Tom 3     |
| 130 | 66 Drum Machine Snare | 174 | Grch Purple Tom 2 Rim | 218 | Cam Tom 4     |
| 131 | Electronic Snare 1    | 175 | Grch Purple Tom 3     | 219 | Cam Tom 5     |
| 132 | Electronic Snare 2    | 176 | Grch Purple Tom 3 Rim | 220 | Cam Tom 6     |
| 133 | Electronic Snare 3    | 177 | Grch Purple Tom 4     | 221 | Rock Tom 1    |
| 134 | Electronic Snare 4    | 178 | Grch Purple Tom 4 Rim | 222 | Rock Tom 2    |
| 135 | Electronic Snare 5    | 179 | HOP Tom 1             | 223 | Rock Tom 3    |
| 136 | Electronic Snare 6    | 180 | HOP Tom 1 Rim         | 224 | Rock Tom 4    |
| 137 | Electronic Snare 7    | 181 | HOP Tom 2             | 225 | Rock Tom 5    |
| 138 | Electronic Snare 8    | 182 | HOP Tom 2 Rim         | 226 | Rock Tom 6    |
| 139 | Austin Tom 1          | 183 | HOP Tom 3             | 227 | Room Tom 1    |
| 140 | Austin Tom 1 Rim      | 184 | HOP Tom 3 Rim         | 228 | Room Tom 2    |
| 141 | Austin Tom 2          | 185 | HOP Tom 4             | 229 | Room Tom 3    |
| 142 | Austin Tom 2 Rim      | 186 | HOP Tom 4 Rim         | 230 | Room Tom 4    |
| 143 | Austin Tom 3          | 187 | Jazz Noir Tom 1       | 231 | Room Tom 5    |
| 144 | Austin Tom 3 Rim      | 188 | Jazz Noir Tom 1 Rim   | 232 | Room Tom 6    |
| 145 | Austin Tom 4          | 189 | Jazz Noir Tom 2       | 233 | Funk Tom 1    |
| 146 | Austin Tom 4 Rim      | 190 | Jazz Noir Tom 2 Rim   | 234 | Funk Tom 2    |
| 147 | Roto Tom 1            | 191 | Jazz Noir Tom 3       | 235 | Funk Tom 3    |
| 148 | Roto Tom 1 Rim        | 192 | Jazz Noir Tom 3 Rim   | 236 | Funk Tom 4    |
| 149 | Roto Tom 2            | 193 | Jazz Noir Tom 4       | 237 | Funk Tom 5    |
| 150 | Roto Tom 2 Rim        | 194 | Jazz Noir Tom 4 Rim   | 238 | Funk Tom 6    |
| 151 | Roto Tom 3            | 195 | VRT Tom 1             | 239 | Fusion Tom 1  |
| 152 | Roto Tom 3 Rim        | 196 | VRT Tom 1 Rim         | 240 | Fusion Tom 2  |
| 153 | Roto Tom 4            | 197 | VRT Tom 2             | 241 | Fusion Tom 3  |
| 154 | Roto Tom 4 Rim        | 198 | VRT Tom 2 Rim         | 242 | Fusion Tom 4  |
| 155 | Copper Tom 1          | 199 | VRT Tom 3             | 243 | Fusion Tom 5  |
| 156 | Copper Tom 1 Rim      | 200 | VRT Tom 3 Rim         | 244 | Fusion Tom 6  |
| 157 | Copper Tom 2          | 201 | VRT Tom 4             | 245 | 1969 Tom 1    |
| 158 | Copper Tom 2 Rim      | 202 | VRT Tom 4 Rim         | 246 | 1969 Tom 2    |
| 159 | Copper Tom 3          | 203 | Classic Tom 1         | 247 | 1969 Tom 3    |
| 160 | Copper Tom 3 Rim      | 204 | Classic Tom 2         | 248 | 1969 Tom 4    |
| 161 | Copper Tom 4          | 205 | Classic Tom 3         | 249 | 1971 Tom 1    |
| 162 | Copper Tom 4 Rim      | 206 | Classic Tom 4         | 250 | 1971 Tom 2    |
| 163 | Mpx Tom 1             | 207 | Classic Tom 5         | 251 | 1971 Tom 3    |
| 164 | Mpx Tom 1 Rim         | 208 | Classic Tom 6         | 252 | 1971 Tom 4    |
| 165 | Mpx Tom 2             | 209 | Standard Tom 1        | 253 | 1976 Tom 1    |
| 166 | Mpx Tom 2 Rim         | 210 | Standard Tom 2        | 254 | 1976 Tom 2    |
| 167 | Mpx Tom 3             | 211 | Standard Tom 3        | 255 | 1976 Tom 3    |
| 168 | Mpx Tom 3 Rim         | 212 | Standard Tom 4        | 256 | 1976 Tom 4    |
| 169 | Mpx Tom 4             | 213 | Standard Tom 5        | 257 | Hip Hop Tom 1 |
| 170 | Mpx Tom 4 Rim         | 214 | Standard Tom 6        | 258 | Hip Hop Tom 2 |

|     |                        |     |                           |     |                             |
|-----|------------------------|-----|---------------------------|-----|-----------------------------|
| 259 | Hip Hop Tom 3          | 303 | 99 Drum Machine Tom 3     | 347 | Electronic Ride             |
| 260 | Hip Hop Tom 4          | 304 | 99 Drum Machine Tom 4     | 348 | Electronic Ride Edge        |
| 261 | Hip Hop Tom 5          | 305 | Pst 21" DrkEng Ride Bow   | 349 | Electronic Ride Bell        |
| 262 | Hip Hop Tom 6          | 306 | Pst 21" DrkEng Ride Edge  | 350 | 20" Room Ride               |
| 263 | Jazz Tom 1             | 307 | Pst 21" DrkEng Ride Bell  | 351 | 20" Room Ride Edge          |
| 264 | Jazz Tom 2             | 308 | Sab 23" MedComp Ride Bow  | 352 | 20" Room Ride Bell          |
| 265 | Jazz Tom 3             | 309 | Sab 23" MedComp Ride Edge | 353 | Hip Hop Ride                |
| 266 | Jazz Tom 4             | 310 | Sab 23" MedComp Ride Bell | 354 | Techno Ride                 |
| 267 | Jazz Tom 5             | 311 | Zil 23" SpcDry Ride Bow   | 355 | Techno Ride Edge            |
| 268 | Jazz Tom 6             | 312 | Zil 23" SpcDry Ride Edge  | 356 | Techno Ride Bell            |
| 269 | Brush Tom 1            | 313 | Zil 23" SpcDry Ride Bell  | 357 | Mnl 18" ByzDI Crash Bow     |
| 270 | Brush Tom 2            | 314 | Zil OBL Ride Bow          | 358 | Mnl 18" ByzDI Crash Edge    |
| 271 | Brush Tom 3            | 315 | Zil OBL Ride Edge         | 359 | Mnl 20" ByzDI Crash Bow     |
| 272 | Brush Tom 4            | 316 | Zil OBL Ride Bell         | 360 | Mnl 20" ByzDI Crash Edge    |
| 273 | Brush Tom 5            | 317 | Pst 21" GPL Ride Bow      | 361 | Sab 19" Hly China Bow       |
| 274 | Brush Tom 6            | 318 | Pst 21" GPL Ride Edge     | 362 | Sab 19" Hly China Edge      |
| 275 | Tom Rim 1              | 319 | Pst 21" GPL Ride Bell     | 363 | Sab 17" Cmplx Oz Crash Bow  |
| 276 | Tom Rim 2              | 320 | Zil 23" HOP Ride Bow      | 364 | Sab 17" Cmplx Oz Crash Edge |
| 277 | Tom Rim 3              | 321 | Zil 23" HOP Ride Edge     | 365 | Zil 16" ACst Crash Bow      |
| 278 | Tom Rim 4              | 322 | Zil 23" HOP Ride Bell     | 366 | Zil 16" ACst Crash Edge     |
| 279 | Timpani 1              | 323 | JNN 24" Ride Bow          | 367 | Zil 17" Sugar Crash Bow     |
| 280 | Timpani 2              | 324 | JNN 24" Ride Edge         | 368 | Zil 17" Sugar Crash Edge    |
| 281 | Timpani 3              | 325 | JNN 24" Ride Bell         | 369 | Pst 17" SigFst Crash Bow    |
| 282 | Timpani 4              | 326 | Zil 22" AC Ride Bow       | 370 | Pst 17" SigFst Crash Edge   |
| 283 | T66 Drum Machine Tom 1 | 327 | Zil 22" AC Ride Edge      | 371 | Zil 18" ACst Crash Bow      |
| 284 | T66 Drum Machine Tom 2 | 328 | Zil 22" AC Ride Bell      | 372 | Zil 18" ACst Crash Edge     |
| 285 | T66 Drum Machine Tom 3 | 329 | 21" Acoustic Ride         | 373 | Pai 17" GPL Crash Bow       |
| 286 | T66 Drum Machine Tom 4 | 330 | 21" Acoustic Ride Edge    | 374 | Pai 17" GPL Crash Edge      |
| 287 | T66 Drum Machine Tom 5 | 331 | 21" Acoustic Ride Bell    | 375 | Pai 18" GPL Crash Bow       |
| 288 | T66 Drum Machine Tom 6 | 332 | 22" Standard Ride         | 376 | Pai 18" GPL Crash Edge      |
| 289 | 88 Drum Machine Tom 1  | 333 | 22" Standard Ride Edge    | 377 | Zil 20" AC HOP Crash Bow    |
| 290 | 88 Drum Machine Tom 2  | 334 | 22" Standard Ride Bell    | 378 | Zil 20" AC HOP Crash Edge   |
| 291 | 88 Drum Machine Tom 3  | 335 | Brush Ride 1              | 379 | Zil 18" KC HOP Crash Bow    |
| 292 | 88 Drum Machine Tom 4  | 336 | Brush Ride 2              | 380 | Zil 18" KC HOP Crash Edge   |
| 293 | 88 Drum Machine Tom 5  | 337 | 20" Funk Ride             | 381 | Ist 18" JNN Crash Bow       |
| 294 | 88 Drum Machine Tom 6  | 338 | 20" Funk Ride Edge        | 382 | Ist 18" JNN Crash Edge      |
| 295 | Electronic Tom 1       | 339 | 20" Funk Ride Bell        | 383 | Pst 20" L70 Crash Bow       |
| 296 | Electronic Tom 2       | 340 | 22" Jazz Ride             | 384 | Pst 20" L70 Crash Edge      |
| 297 | Electronic Tom 3       | 341 | 22" Jazz Ride Edge        | 385 | Zil 19" AC VRT Crash Bow    |
| 298 | Electronic Tom 4       | 342 | 22" Jazz Ride Bell        | 386 | Zil 19" AC VRT Crash Edge   |
| 299 | Electronic Tom 5       | 343 | 20" Rock Ride             | 387 | Zil 16" AC VRT Crash Bow    |
| 300 | Electronic Tom 6       | 344 | 20" Rock Ride Edge        | 388 | Zil 16" AC VRT Crash Edge   |
| 301 | 99 Drum Machine Tom 1  | 345 | 20" Rock Ride Bell        | 389 | 16" Acoustic Crash 1        |
| 302 | 99 Drum Machine Tom 2  | 346 | 88 Drum Machine Ride      | 390 | 16" Acoustic Crash 1 Edge   |

|     |                           |     |                            |     |                               |
|-----|---------------------------|-----|----------------------------|-----|-------------------------------|
| 391 | 16" Acoustic Crash 2      | 436 | Zil 14" HH Bow             | 480 | 14" Jazz Hi-hat Edge          |
| 392 | 16" Acoustic Crash 2 Edge | 437 | Zil 14" HH Edge            | 481 | 14" Jazz Hi-hat Pedal         |
| 393 | 16" Standard Crash 1      | 438 | Zil 14" HH Pedal           | 482 | 14" Jazz Hi-hat Splash        |
| 394 | 16" Standard Crash 1 Edge | 439 | Zil 14" HH Splash          | 483 | 14" Rock Hi-hat 2             |
| 395 | 16" Standard Crash 2      | 440 | Zil 14" DFC HH Bow         | 484 | 14" Rock Hi-hat Edge 2        |
| 396 | 16" Standard Crash 2 Edge | 441 | Zil 14" DFC HH Edge        | 485 | 14" Rock Hi-hat Pedal 2       |
| 397 | Brush Crash 1             | 442 | Zil Big HH Pad             | 486 | 14" Rock Hi-hat Splash 2      |
| 398 | Brush Crash 2             | 443 | Zil Big HH Splash          | 487 | 88 Drum Machine Hi-hat        |
| 399 | Brush Crash 3             | 444 | Pai OBL HH Bow             | 488 | 88 Drum Machine Hi-hat Pedal  |
| 400 | Brush Crash 4             | 445 | Pai OBL HH Edge            | 489 | 88 Drum Machine Hi-hat Splash |
| 401 | Funk Crash 1              | 446 | Pst HH Pad                 | 490 | 99 Drum Machine Hi-hat        |
| 402 | Funk Crash 1 Edge         | 447 | Pst HH Splash              | 491 | 99 Drum Machine Hi-hat Pedal  |
| 403 | Funk Crash 2              | 448 | Pai 14" GPL HH Bow         | 492 | 99 Drum Machine Hi-hat Splash |
| 404 | Funk Crash 2 Edge         | 449 | Pai 14" GPL HH Edge        | 493 | Dance Hi-hat                  |
| 405 | 19" Jazz Crash 1          | 450 | Grch Purple HH Pad         | 494 | Dance Hi-hat Pedal            |
| 406 | 19" Jazz Crash 1 Edge     | 451 | Grch Purple HH Splash      | 495 | Dance Hi-hat Splash           |
| 407 | 19" Jazz Crash 2          | 452 | Sab 14" HOP AA HH Bow      | 496 | Synthesis Percussion 1        |
| 408 | 19" Jazz Crash 2 Edge     | 453 | Sab 14" HOP AA HH Edge     | 497 | Synthesis Percussion 2        |
| 409 | Rock Crash 1              | 454 | HOP HH Pad                 | 498 | Jingle Bell                   |
| 410 | Rock Crash 1 Edge         | 455 | HOP HH Splash              | 499 | Bell Tree 1                   |
| 411 | Rock Crash 2              | 456 | Ist 14" JNN HH Bow         | 500 | Bell Tree 2                   |
| 412 | Rock Crash 2 Edge         | 457 | Ist 14" JNN HH Edge        | 501 | Bell Tree 3                   |
| 413 | 88 Drum Machine Crash     | 458 | Jazz Noir HH Pad           | 502 | African 1                     |
| 414 | 99 Drum Machine Crash 1   | 459 | Jazz Noir HH Splash        | 503 | African 2                     |
| 415 | 99 Drum Machine Crash 2   | 460 | Zil 14" QB VRT HH Bow      | 504 | African 3                     |
| 416 | Electronic Crash 1        | 461 | Zil 14" QB VRT HH Edge     | 505 | African 4                     |
| 417 | Electronic Crash 2        | 462 | VRT HH Pad                 | 506 | Scratch                       |
| 418 | Room Crash                | 463 | VRT HH Splash              | 507 | Scratch Push                  |
| 419 | Room Crash Edge           | 464 | 14" Acoustic Hi-hat        | 508 | DJ FX                         |
| 420 | 1970's Crash 1            | 465 | 14" Acoustic Hi-hat Edge   | 509 | HiQ Zap                       |
| 421 | 1970's Crash 2            | 466 | 14" Acoustic Hi-hat Pedal  | 510 | Ding Bell                     |
| 422 | Techno Crash 1            | 467 | 14" Acoustic Hi-hat Splash | 511 | Finger Snaps                  |
| 423 | Techno Crash 1 Edge       | 468 | 14" Standard Hi-hat        | 512 | Standard Clap                 |
| 424 | Techno Crash 2            | 469 | 14" Standard Hi-hat Edge   | 513 | Tambourine 1                  |
| 425 | Techno Crash 2 Edge       | 470 | 14" Standard Hi-hat Pedal  | 514 | Tambourine 2                  |
| 426 | Latin Crash 1             | 471 | 14" Standard Hi-hat Splash | 515 | Vibra-slap 1                  |
| 427 | Latin Crash 1 Edge        | 472 | Brush Hi-hat               | 516 | Vibra-slap 2                  |
| 428 | Latin Crash 2             | 473 | Brush Hi-hat Pedal         | 517 | Agogo Low                     |
| 429 | Latin Crash 2 Edge        | 474 | Brush Hi-hat Splash        | 518 | Agogo High 1                  |
| 430 | China 1                   | 475 | 14" Rock Hi-hat 1          | 519 | Agogo High 2                  |
| 431 | China 1 Edge              | 476 | 14" Rock Hi-hat Edge 1     | 520 | Bongo High                    |
| 432 | Sab 13" PS HH Bow         | 477 | 14" Rock Hi-hat Pedal 1    | 521 | Bongo Low                     |
| 434 | Sab 13" PS HH Edge        | 478 | 14" Rock Hi-hat Splash 1   | 522 | Shaker                        |
| 435 | Sab 13" PS HH Pedal       | 479 | 14" Jazz Hi-hat            | 523 | Conga Slap High               |

|     |                 |     |            |     |                   |
|-----|-----------------|-----|------------|-----|-------------------|
| 524 | Conga Slap Mid  | 568 | Cowbell 12 | 612 | FX 13             |
| 525 | Conga Low       | 569 | Cowbell 13 | 613 | FX 14             |
| 526 | Open Conga      | 570 | Tabla 1    | 614 | DJ 001            |
| 527 | Conga Slap      | 571 | Tabla 2    | 615 | DJ 002            |
| 528 | Timbale Hi      | 572 | Tabla 3    | 616 | DJ 003            |
| 529 | Timbale Low     | 573 | Tabla 4    | 617 | DJ 004            |
| 530 | Timpani High    | 574 | Tabla 5    | 618 | DJ 005            |
| 531 | Timpani Low     | 575 | Tabla 6    | 619 | DJ 006            |
| 532 | Open Tabla High | 576 | Da Gu 1    | 620 | DJ 007            |
| 533 | Open Tabla Low  | 577 | Da Gu 2    | 621 | DJ 008            |
| 534 | Slap Tabla      | 578 | Zhu Ban    | 622 | DJ 009            |
| 535 | Mute Tabla Slap | 579 | Nan Bang   | 623 | DJ 010            |
| 536 | Cabasa 1        | 580 | Da Mu Yu   | 624 | One               |
| 537 | Cabasa 2        | 581 | Mu Yu 1    | 625 | Two               |
| 538 | Maracas 1       | 582 | Mu Yu 2    | 626 | Three             |
| 539 | Maracas 2       | 583 | Mu Yu 3    | 627 | Four              |
| 540 | Short Whistle   | 584 | Mu Yu 4    | 628 | Five              |
| 541 | Long Guiro 1    | 585 | Pai Gu 1   | 629 | Six               |
| 542 | Short Guiro 1   | 586 | Pai Gu 2   | 630 | Seven             |
| 543 | Long Guiro 2    | 587 | Pai Gu 3   | 631 | Eight             |
| 544 | Short Guiro 2   | 588 | Mang Luo 1 | 632 | Nine              |
| 545 | Claves          | 589 | Mang Luo 2 | 633 | Metronome Click 1 |
| 546 | Woodblock       | 590 | Mang Luo 3 | 634 | Metronome Click 2 |
| 547 | Cuica Muted     | 591 | Da Luo 1   | 635 | Metronome Bell 1  |
| 548 | Cuica Open      | 592 | Da Luo 2   | 636 | Metronome Bell 2  |
| 549 | Triangle Muted  | 593 | Da Po 1    | 637 | Metronome Bell 3  |
| 550 | Triangle Open   | 594 | Da Po 2    | 638 | Clave Click 1     |
| 551 | Sleigh Bells    | 595 | Xiao Po    | 639 | Clave Click 2     |
| 552 | Wind Chimes     | 596 | Xiao Luo   | 640 | Stick Click 1     |
| 554 | Castanets       | 597 | Tenluo     | 641 | Stick Click 2     |
| 554 | Surdo Muted     | 598 | Peng Lin   | 642 | Cow Click 1       |
| 555 | Surdo Open      | 599 | Dog Luo    | 643 | Cow Click 2       |
| 556 | Lotus Drum      | 600 | FX 1       | 644 | Fm Click 1        |
| 557 | Cowbell 1       | 601 | FX 2       | 645 | Fm Click 2        |
| 558 | Cowbell 2       | 602 | FX 3       |     |                   |
| 559 | Cowbell 3       | 603 | FX 4       |     |                   |
| 560 | Cowbell 4       | 604 | FX 5       |     |                   |
| 561 | Cowbell 5       | 605 | FX 6       |     |                   |
| 562 | Cowbell 6       | 606 | FX 7       |     |                   |
| 563 | Cowbell 7       | 607 | FX 8       |     |                   |
| 564 | Cowbell 8       | 608 | FX 9       |     |                   |
| 565 | Cowbell 9       | 609 | FX 10      |     |                   |
| 566 | Cowbell 10      | 610 | FX 11      |     |                   |
| 567 | Cowbell 11      | 611 | FX 12      |     |                   |

## (5.5) Technical Specifications

|                                                           |                                                                                                                                                                                                                                                                          |
|-----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Maximum Polyphony</b>                                  | 64                                                                                                                                                                                                                                                                       |
| <b>Drum Kits</b>                                          | 36 Factory kits / 16 User kits                                                                                                                                                                                                                                           |
| <b>Instruments</b>                                        | 645 (drums, cymbal, percussion, SFX)                                                                                                                                                                                                                                     |
| <b>Effects</b>                                            | Reverb, 3-band equalizer                                                                                                                                                                                                                                                 |
| <b>Sequencer</b>                                          | <b>Normal Mode:</b> 80 songs<br><b>Learning Mode:</b> 20 beats, 12 rhythms, 10 patterns<br><b>Resolution:</b> 120 ticks per quarter note<br><b>Maximum Note Storage:</b> approximately 1600 notes                                                                        |
| <b>Tempo</b>                                              | 30 - 280 BPM                                                                                                                                                                                                                                                             |
| <b>Display</b>                                            | Backlit segment LCD                                                                                                                                                                                                                                                      |
| <b>Connectors</b>                                         | 8-trigger 25-pin connector snake cable input<br>1/8" (3.5 mm) stereo Headphone output<br>1/8" (3.5 mm) stereo Auxiliary input<br>(2) 1/4" (6.35 mm) TRS trigger inputs: Tom 4 & Crash 2<br>(2) 1/4" (6.35 mm) TRS stereo audio outputs (main left & right)<br>USB-B port |
| <b>Wireless Technology</b>                                | Bluetooth®<br>- Classic Audio                                                                                                                                                                                                                                            |
| <b>Bluetooth® *</b>                                       | Qualified Against Bluetooth® Core 5.0<br><b>Range:</b> Up to 33 ft. / 10 m<br><b>Transmitter Frequency Range:</b> 2.4 - 2.48 GHz<br><b>Transmitter Power:</b> 2 dBm                                                                                                      |
| <b>Power</b>                                              | 9V DC, 500 mA; center-positive                                                                                                                                                                                                                                           |
| <b>Drum Module Dimensions</b><br>(height x width x depth) | 7.7" x 6.1" x 5.1"<br>19.6 x 15.6 x 12.9 cm                                                                                                                                                                                                                              |
| <b>Drum Module Weight</b>                                 | 1.23 lb.<br>0.56 kg                                                                                                                                                                                                                                                      |

Specifications are subject to change without notice.

\* Bluetooth and wireless reception and range are affected by walls, obstructions, and movement. For optimal performance, place the product in the center of the room so it is unobstructed by walls, furniture, etc.

## (5.6) Trademarks & Licenses

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