Nitro Pro Drum Module

User Guide

(5.0) Appendix 18

(1.0) Introduction

(1.1) Box Contents

Nitro Pro Drum Module

Nitro Pro Drum Kit & Accessories

Drumeo Drum Lessons Card

Quickstart Guide

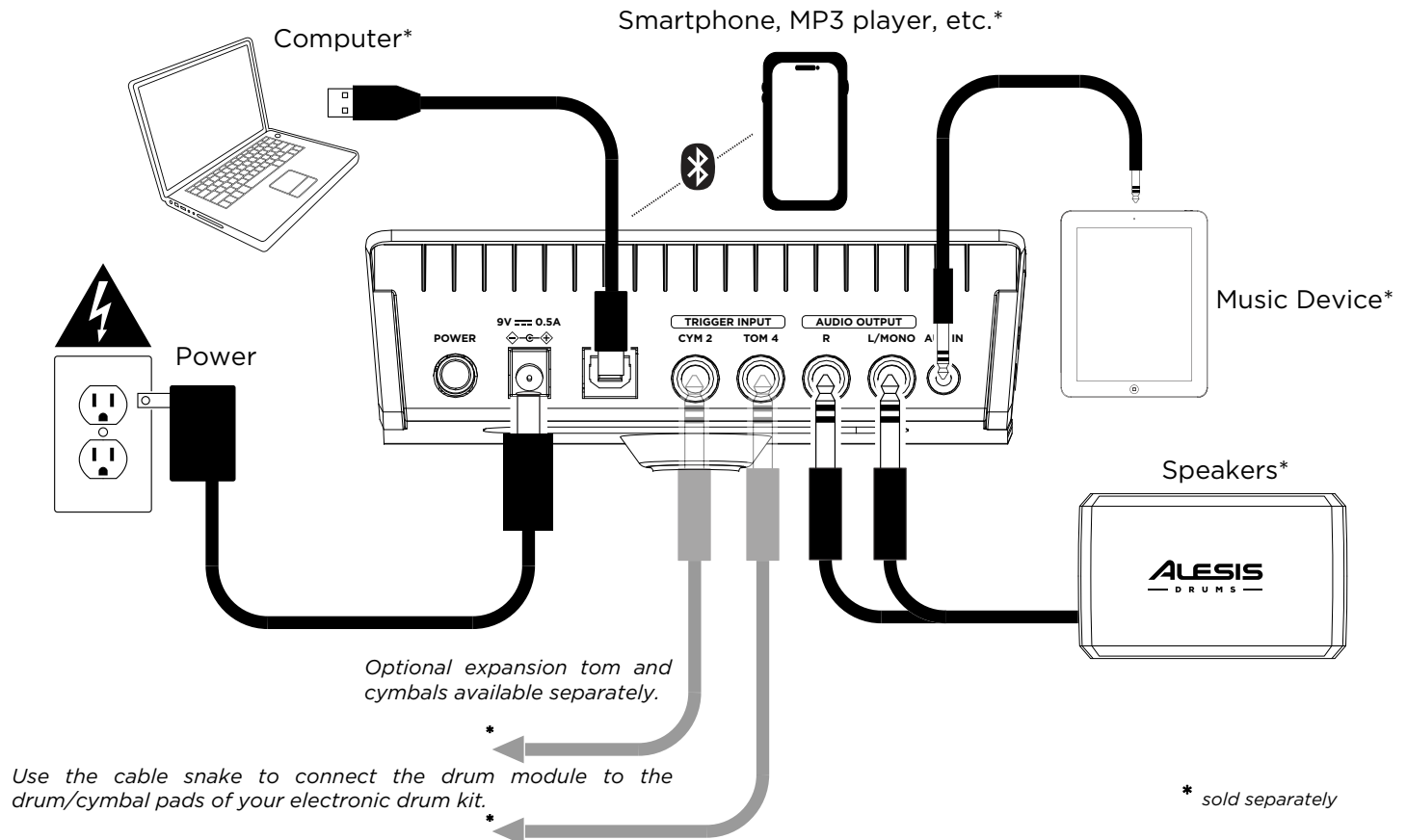Safety & Warranty Manual

(1.2) Support

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

For additional product support, visit alesis.com/support.

(1.3) Setup

Items not listed in *(1.1) Box Contents* are sold separately.

(1.3.1) Connection Diagram

Computer*

Smartphone, MP3 player, etc.*

Music Device*

Power

Speakers*

Optional expansion tom and cymbals available separately.

Use the cable snake to connect the drum module to the drum/cymbal pads of your electronic drum kit.

* *sold separately*

(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. *Optional:* If you have any additional pads (e.g., an extra tom, an extra crash cymbal), connect them to the module's **Tom 4 Input** or **Crash 2 Input**.
3. 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).
4. Connect the module to a power source, using the included power adapter (9V DC, 500 mA, center positive).
5. Press the **Power Button** to turn the module on.
6. 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
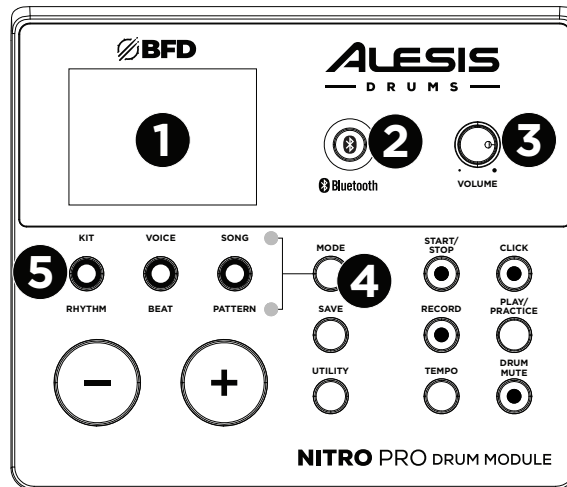
1. **Display**

   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.
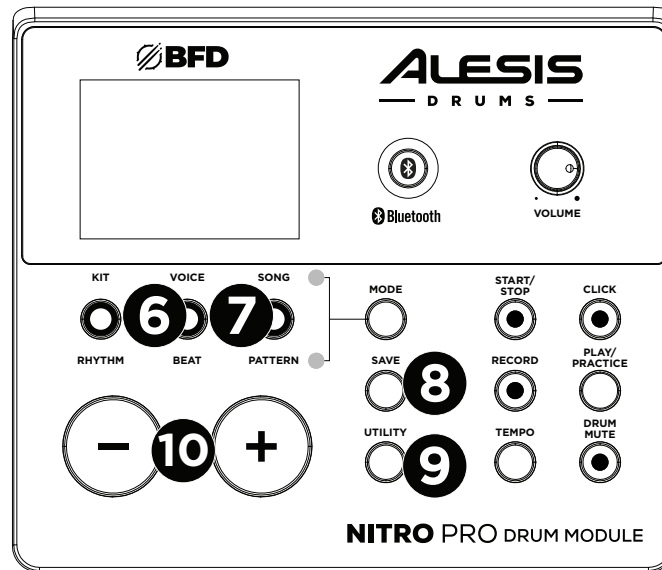
6. Voice / Beat

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.
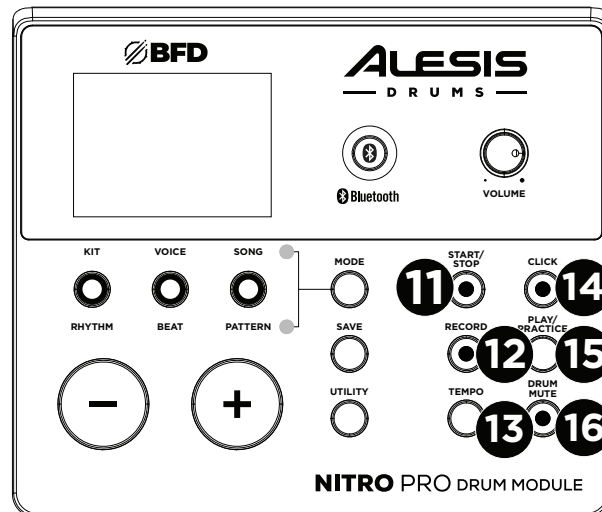
11. **Start/Stop**

    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 wil 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.
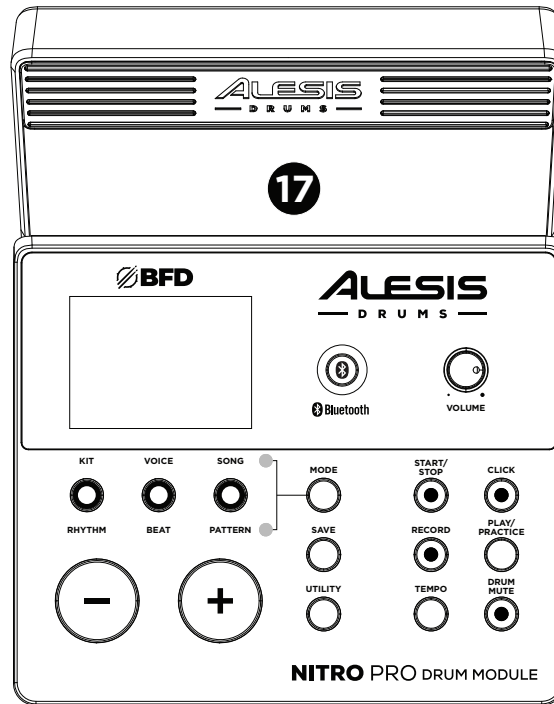
17. Mobile Device Shelf

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
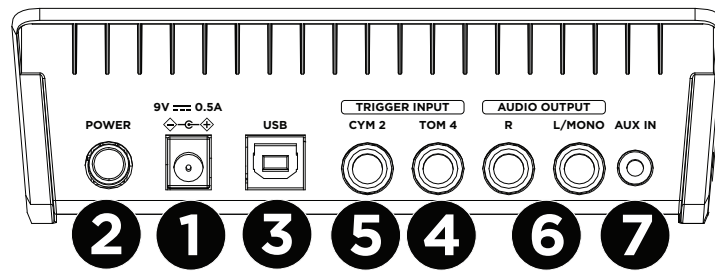
1. **Power Input**

    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 (30 – 60 minutes, or **OFF**).

2. **Power Button**

    Press the **Power 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 standard 1/4" TRS cable to connect this input to an optional drum pad, which will trigger the Tom 4 sound.

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

    Use a standard 1/4" TRS cable to connect this input to an optional cymbal 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.
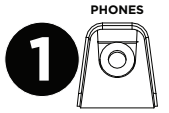
(2.4) Bottom Panel

1. **Cable Snake Input**

   Connect the cable snake included with the Nitro Pro Drum Kit to the module here.
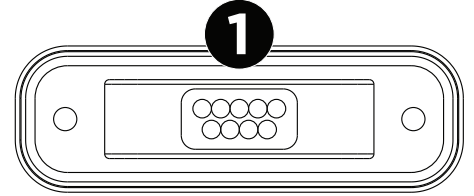
(3.0) Basic Functions

(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 (33 -48).
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 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 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):
        *   ç When set to **ON**, playing your electronic drum kit will trigger the sounds in the drum module.
        *   ç 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.
        *   ç **GM** (General MIDI Mode): When set to **ON**, Channel 10 in the drum module will use General MIDI percussion sounds.
        *   ç 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 Pro 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 Pro's headphone output.
6. In **MIDI Input Device**, select "Alesis Nitro Pro".
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 Pro Kit and enjoy!

(4.5) Connecting to a Bluetooth® Device

1. Press and release the **Power** button to power on the Nitro Pro 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 Pro. 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

BLUETOOTH
ALESIS NITRO PRO

Solid LED = Paired

(5.0) Appendix

(5.1) Velocity Curves

Curve 1

Volume

Velocity (striking force)

Curve 2

Volume

Velocity (striking force)

Curve 3

Volume

Velocity (striking force)

Curve 4

Volume

Velocity (striking force)

Curve 5

Volume

Velocity (striking force)

Curve 6

Volume

Velocity (striking force)
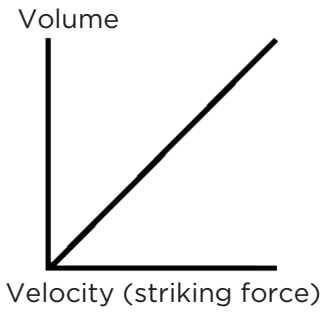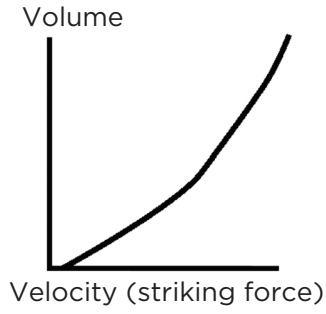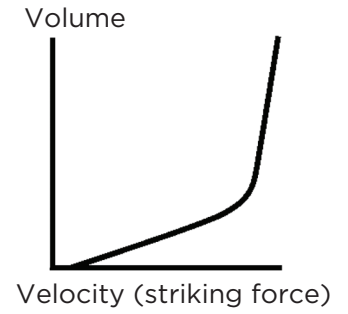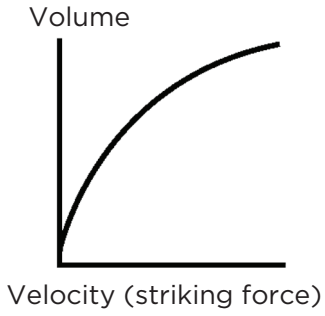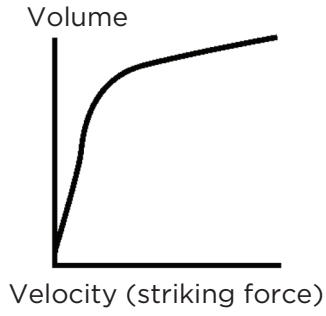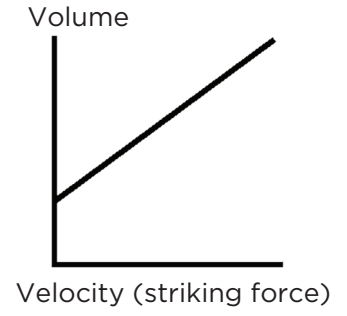
(5.2) Pad MIDI Note Numbers

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
Crash 1	49
Crash 2	57
Hi-Hat Open	46
Hi-Hat Half-Open	23
Hi-Hat Closed	42
Hi-Hat Pedal	44
HH Splash	21

Trigger	MIDI Note Number

(5.3) Kits

1	Deep Rock	19	Cam
2	Tight Pop	20	Brush
3	Roomy Rock	21	Room
4	Phat Pop	22	Rock
5	Tight Rock	23	Pop Rock
6	Garage	24	Jazz
7	Studio Rock	25	Jazz Brush
8	Power Pop	26	Timpani
9	Grch Purple	27	Songo
10	HOP	28	1970's
11	Jazz Noir	29	Latin
12	Vintage Recording Techniques	30	Disco
13	Acoustic	31	Tr606
14	Standard 1	32	909
15	Standard 2	33	HipHop
16	Funk 1	34	Electron 1
17	Funk 2	35	Electron 2
18	Fusion	36	Techno 1

(5.4) Sounds

1	Grch Kick	43	Step Kick	85	Classic Snare Rim 2
2	Snr Kick	44	Teckno Kick	86	Acoustic Snare
3	Copper Kick	45	Drum Bass Kick	87	Acoustic Snare Rim
4	Mpx Kick	46	Junkyard Kick	88	Rock Snare 1
5	Grch Purple Kick	47	Noise Kick	89	Rock Snare Rim 1
6	HOP Kick	48	Industry Kick	90	Rock Snare 2
7	Jazz Noir Kick	49	Lowfi Kick	91	Rock Snare 3
8	VRT Kick	50	Disco Kick	92	Room Snare 1
9	Standard Kick 1	51	808 Kick	93	Room Snare 2
10	Standard Kick 2	52	909 Kick	94	Room Snare 3
11	Classic Kick 1	53	Electron Kick 1	95	Steel Snare
12	Classic Kick 2	54	Electron Kick 2	96	Steel Snare Rim
13	Rock Kick 1	55	Electron Kick 3	97	Jazz Snare 1
14	Rock Kick 2	56	Electron Kick 4	98	Jazz Snare Rim 1
15	Rock Kick 3	57	Electron Kick 5	99	Jazz Snare 2
16	Room Kick 1	58	Electron Kick 6	100	Jazz Snare Rim 2
17	Room Kick 2	59	Electron Kick 7	101	Jazz Latin Snare
18	Jazz Kick 1	60	Snr Snare 1 Head	102	Big Band Snare
19	Jazz Kick 2	61	Snr Snare 2 Rimshot	103	Cam Snare
20	Big Band Kick 1	62	Acro Snare Head	104	Cam Snare Rim
21	Big Band Kick 2	63	Acro Snare Rim	105	Brush Snare 1
22	Cam Kick 1	64	Snr Snare 2 Head	106	Brush Snare 2
23	Cam Kick 2	65	Snr Snare 2 Rim	107	Brush Snare Rim
24	Funk Kick 1	66	Mpx Snare Head	108	Funk Snare 1
25	Funk Kick 2	67	Mpx Snare Rim	109	Funk Stick
26	Funk Kick 3	68	Grch Purple Snare Head Low Velocity	110	Funk Band Snare
27	HipHop Kick 1	69	Grch Purple Snare Head High Velocity	111	Funk Band Snare Rim
28	HipHop Kick 2	70	Grch Purple Snare Rim	112	Funk Band Snare Stick
29	HipHop Kick 3	71	HOP Snare Head Low Velocity	113	Fusion Snare
30	HipHop Kick 4	72	HOP Snare Head High Velocity	114	Fusion Snare Stick
31	1969 Kick	73	HOP Snare Rim	115	Snare Stick
32	1971 Kick	74	Jazz Noir Snare Head Low Velocity	116	Pwrbd Snare
33	1976 Kick	75	Jazz Noir Snare Head High Velocity	117	HipHop Snare 1
34	Pwrbd Kick	76	Jazz Noir Snare Rim	118	HipHop Snare 2
35	R&B Kick	77	VRT Snare Head Low Velocity	119	1969 Snare
36	Voice Kick	78	VRT Snare Head High Velocity	120	1969 Snare Rim
37	Acoust Kick	79	VRT Snare Rim	121	1971 Snare
38	Orchestra Kick	80	Standard Snare	122	1971 Snare Rim
39	House Kick 1	81	Standard Snare Rim	123	1976 Snare
40	House Kick 2	82	Classic Snare 1	124	1976 Snare Rim
41	House Kick 3	83	Classic Snare Rim 1	125	House Snare 1
42	House Kick 4	84	Classic Snare 2	126	House Snare 2

127	House Snare 3	171	Jazz Noir Tom 1	215	Funk Tom 3
128	Teckno Snare 1	172	Jazz Noir Tom 1 Rim	216	Funk Tom 4
129	Teckno Snare 2	173	Jazz Noir Tom 2	217	Funk Tom 5
130	808 Snare	174	Jazz Noir Tom 2 Rim	218	Funk Tom 6
131	909 Snare	175	Jazz Noir Tom 3	219	Fusion Tom 1
132	Drum Bass Snare 1	176	Jazz Noir Tom 3 Rim	220	Fusion Tom 2
133	Drum Bass Snare 2	177	VRT Tom 1	221	Fusion Tom 3
134	TR606 Snare	178	VRT Tom 1 Rim	222	Fusion Tom 4
135	Electronic Snare 1	179	VRT Tom 2	223	Fusion Tom 5
136	Electronic Snare 2	180	VRT Tom 2 Rim	224	Fusion Tom 6
137	Electronic Snare 3	181	VRT Tom 3	225	1969 Tom 1
138	Electronic Snare 4	182	VRT Tom 3 Rim	226	1969 Tom 2
139	Electronic Snare 5	183	Classic Tom 1	227	1969 Tom 3
140	Electronic Snare 6	184	Classic Tom 2	228	1969 Tom 4
141	Electronic Snare 7	185	Classic Tom 3	229	1971 Tom 1
142	Electronic Snare 8	186	Classic Tom 4	230	1971 Tom 2
143	AF Tom 1	187	Classic Tom 5	231	1971 Tom 3
144	AF Tom 1 Rim	188	Classic Tom 6	232	1971 Tom 4
145	AF Tom 2	189	Standard Tom 1	233	1976 Tom 1
146	AF Tom 2 Rim	190	Standard Tom 2	234	1976 Tom 2
147	AF Tom 3	191	Standard Tom 3	235	1976 Tom 3
148	AF Tom 3 Rim	192	Standard Tom 4	236	1976 Tom 4
149	AF Tom 4	193	Standard Tom 5	237	HipHop Tom 1
150	Roto Tom 1	194	Standard Tom 6	238	HipHop Tom 2
151	Roto Tom 1 Rim	195	Cam Tom 1	239	HipHop Tom 3
152	Roto Tom 2	196	Cam Tom 2	240	HipHop Tom 4
153	Roto Tom 2 Rim	197	Cam Tom 3	241	HipHop Tom 5
154	Roto Tom 3	198	Cam Tom 4	242	HipHop Tom 6
155	Roto Tom 3 Rim	199	Cam Tom 5	243	Jazz Tom 1
156	Roto Tom 4	200	Cam Tom 6	244	Jazz Tom 2
157	Copper Tom 1	201	Rock Tom 1	245	Jazz Tom 3
158	Copper Tom 1 Rim	202	Rock Tom 2	246	Jazz Tom 4
159	Copper Tom 2	203	Rock Tom 3	247	Jazz Tom 5
160	Copper Tom 2 Rim	204	Rock Tom 4	248	Jazz Tom 6
161	Copper Tom 3	205	Rock Tom 5	249	Brush Tom 1
162	Copper Tom 3 Rim	206	Rock Tom 6	250	Brush Tom 2
163	Copper Tom 4	207	Room Tom 1	251	Brush Tom 3
164	Mpx Tom 1	208	Room Tom 2	252	Brush Tom 4
165	Mpx Tom 1 Rim	209	Room Tom 3	253	Brush Tom 5
166	Mpx Tom 2	210	Room Tom 4	254	Brush Tom 6
167	Mpx Tom 2 Rim	211	Room Tom 5	255	Tom Rim 1
168	Mpx Tom 3	212	Room Tom 6	256	Tom Rim 2
169	Mpx Tom 3 Rim	213	Funk Tom 1	257	Tom Rim 3
170	Mpx Tom 4	214	Funk Tom 2	258	Tom Rim 4

259	Timpani 1	303	Flat Ride	347	Pst HH HF Open
260	Timpani 2	304	60's Ride	348	Grch Purple HF Open
261	Timpani 3	305	808 Ride	349	HOP HF Open
262	Timpani 4	306	Classic Crash 1	350	Jazz Noir HF Open
263	TR606 Tom 1	307	Classic Crash 2	351	VRT HF Open
264	TR606 Tom 2	308	Standard Crash 1	352	Standard HF Open
265	TR606 Tom 3	309	Standard Crash 2	353	Pop HF Open
266	TR606 Tom 4	310	Standard Crash 3	354	Rock HF Open
267	TR606 Tom 5	311	Rock Crash 1	355	Jazz HF Open
268	TR606 Tom 6	312	Rock Crash 2	356	Sab HH Close
269	808 Tom 1	313	Splash	357	Zil KNB HH Close
270	808 Tom 2	314	Mnl Crash 1	358	Zil Big HH Close
271	808 Tom 3	315	Zil Crash 1	359	Pst HH Close
272	808 Tom 4	316	Pst Crash 1	360	Grch Purple HH Close
273	808 Tom 5	317	Sab China	361	HOP HH Close
274	808 Tom 6	318	Grch Purple Crash	362	Jazz Noir HH Close
275	Electronic Tom 1	319	HOP Crash	363	VRT HH Close
276	Electronic Tom 2	320	Jazz Noir Crash	364	Standard HH Close
277	Electronic Tom 3	321	VRT Crash	365	Pop HH Close
278	Electronic Tom 4	322	Brush Crash	366	Rock HH Close
279	Electronic Tom 5	323	China	367	Jazz HH Close
280	Electronic Tom 6	324	Orchestra Crash	368	Electronic HH Close
281	909 Tom 1	325	HipHop Crash	369	808 HH Close
282	909 Tom 2	326	808 Crash	370	House HH Close
283	909 Tom 3	327	606 Crash	371	Sab HH Pad
284	909 Tom 4	328	Electronic Crash	372	Zil KNB HH Pad
285	Sab Ride 1	329	Sab HH Open	373	Zil Big HH Pad
286	Pst Ride 1	330	Zil KNB HH Open	374	Pst HH Pad
287	Zil Ride 1	331	Zil Big HH Open	375	Grch Purple HH Pad
288	Zil Ride 2	332	Pst HH Open	376	HOP HH Pad
289	Grch Purple Ride Bow	333	Grch Purple HH Open	377	Jazz Noir HH Pad
290	Grch Purple Ride Bell	334	HOP HH Open	378	VRT HH Pad
291	HOP Ride Bow	335	Jazz Noir HH Open	379	Standard HH Pad
292	HOP Ride Bell	336	VRT HH Open	380	Pop HH Pad
293	Jazz Noir Ride Bow	337	Standard HH Open	381	Rock HH Pad
294	Jazz Noir Ride Bell	338	Pop HH Open	382	Jazz HH Pad
295	VRT Ride Bow	339	Rock HH Open	383	Electronic HH Pad
296	VRT Ride Bell	340	Jazz HH Open	384	808 HH Pad
297	Classic Ride	341	Electronic HH Open	385	House HH Pad
298	Acoustic Ride	342	808 HH Open	386	Sab HH Splash
299	Standard 22" Ride	343	House HH Open	387	Zil KNB HH Splash
300	Brush Ride	344	Sab HH HF Open	388	Zil Big HH Splash
301	Rock Ride	345	Zil KNB HH HF Open	389	Pst HH Splash
302	Clean Pop Ride	346	Zil Big HH HF Open	390	Grch Purple HH Splash

393	VRT HH Splash	436	Triangle Muted	479	Da Po 2
394	Standard HH Splash	437	Triangle Open	480	Xiao Po
395	Rock HH Splash	438	Sleigh Bells	481	Xiao Luo
396	Metronome Bell	439	Wind Chimes	482	Tenluo
397	Metronome Click	440	Castanets	483	Peng Lin
398	Scratch	441	Surdo Muted	484	Dog Luo
399	Scratch Push	442	Surdo Open	485	DJ 001
400	DJ FX	443	Lotus Drum	486	DJ 002
401	HiQ Zap	444	Cowbell 1	487	DJ 003
402	Ding Bell	445	Cowbell 2	488	DJ 004
403	Finger Snaps	446	Cowbell 3	489	DJ 005
404	Standard Clap	447	Cowbell 4	490	DJ 006
405	Tambourine	448	Cowbell 5	491	DJ 007
406	Vibraslap	449	Cowbell 6	492	DJ 008
407	Agogo Low	450	Cowbell 7	493	DJ 009
408	Agogo High	451	Cowbell 8	494	DJ 010
409	Bell Tree	452	Cowbell 9	495	One
410	Bongo High	453	Cowbell 10	496	Two
411	Bongo Low	454	Cowbell 11	497	Three
412	Shaker	455	Tabla 1	498	Four
413	Conga Slap High	456	Tabla 2	499	Five
414	Conga Slap Mid	457	Tabla 3	500	Six
415	Conga Low	458	Tabla 4	501	Seven
416	Open Conga	459	Tabla 5	502	Eight
417	Conga Slap	460	Tabla 6	503	Nine
418	Cowbell	461	Da Gu 1	504	Metronome Bell
419	Timbale Hi	462	Da Gu 2	505	Metronome Click
420	Timbale Low	463	Zhu Ban	506	Clave Click 1
421	Timpani High	464	Nan Bang	507	Clave Click 2
422	Timpani Low	465	Da Mu Yu	508	Stick Click 1
423	Open Tabla High	466	Mu Yu 1	509	Stick Click 2
424	Open Tabla Low	467	Mu Yu 2	510	Cow Click 1
425	Slap Tabla	468	Mu Yu 3	511	Cow Click 2
426	Mute Tabla Slap	469	Mu Yu 4	512	Fm Click 1
427	Cabasa	470	Pai Gu 1	513	Fm Click 2
428	Maracas	471	Pai Gu 2	509	Da Po 2
429	Short Whistle	472	Pai Gu 3	510	Xiao Po
430	Guiro Short	473	Mang Luo 1	511	Xiao Luo
431	Guiro Long	474	Mang Luo 2	512	Tenluo
432	Claves	475	Mang Luo 3	513	Peng Lin
433	Woodblock	476	Da Luo 1		
434	Cuica Muted	477	Da Luo 2		
435	Cuica Open	478	Da Po 1		

(5.5) Technical Specifications

Maximum Polyphony	64
Drum Kits	36 Factory kits / 16 User kits
Instruments	513 (drums, cymbal, percussion, SFX)
Effects	Reverb, 3-band equalizer
Sequencer	**Normal Mode:** 80 songs **Learning Mode:** 20 beats, 12 rhythms, 10 patterns **Resolution:** 120 ticks per quarter note **Maximum Note Storage:** approximately 1600 notes
Tempo	30 - 280 BPM
Display	Backlit segment LCD
Connectors	10-trigger 25-pin connector snake cable input 1/8″ (3.5 mm) stereo Headphone output 1/8″ (3.5 mm) stereo Auxiliary input (2) 1/4″ (6.35 mm) TRS trigger inputs: Tom 4 & Crash 2 (2) 1/4″ (6.35 mm) outputs (main left & right) USB-B port
Bluetooth	**Bluetooth Version:** 5.0/4.2 **Bluetooth Profile:** A2DP **Bluetooth Range:** 33 ft. (10 meters) **Frequency Bands:** 2400 - 2483.5 MHz **Maximum Radio-Frequency Power:** $\leq$20 dBm (EIRP)
Power	9V DC, 500 mA; center-positive
Dimensions (height x width x depth)	12.12″ x 36.12″ x 21″ 308 mm x 917 mm x 533 mm
Weight	31.97 lbs. 14.5 kgs

Specifications are subject to change without notice.

(5.6) Trademarks & Licenses

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