# DRUM PAD SAMPLER

## USER MANUAL V1.08

## IMPORTANT NOTES!

### Power supply

● Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

● The AC adapter will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.

● Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

### Placement

● Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

● This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

● Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

● Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

● When moved from one location to another where the temperature and/ or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

### Maintenance

● For everyday cleaning, wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

● Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.
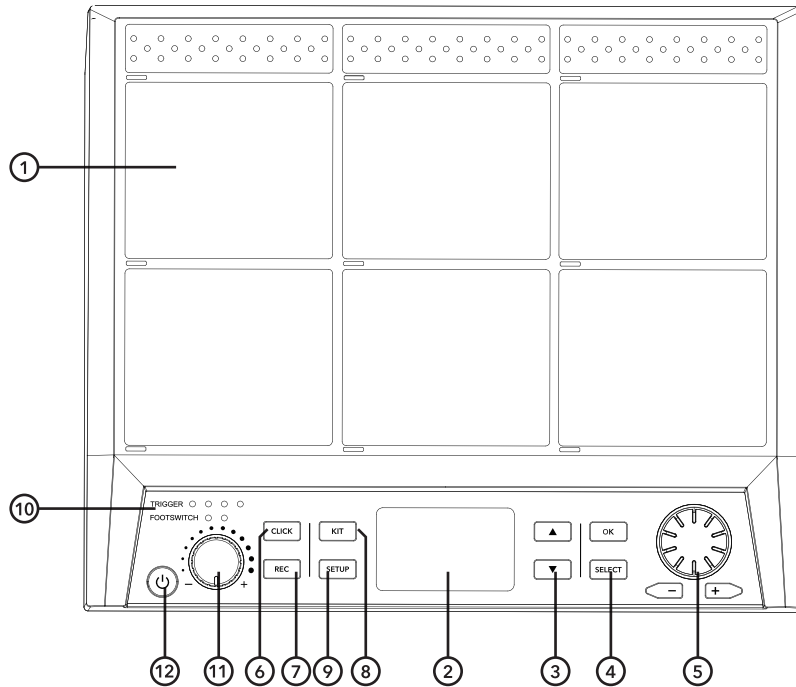
## Additional Notes

- Please be aware that the unit's memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit.

- Please take care when using the unit's buttons or other controls, and when using its jacks and connectors. Rough handling can lead to malfunctions.

- Never strike or apply strong pressure to the display.

- When connecting/disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.

- Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.

- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.

- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear.

# Table of Contents

# TOP PANEL



## 1. DRUM PADS
Percussive pads which trigger sounds or MIDI when hit with a drumstick. When struck, the pads corresponding LED will illuminate. Each pad has an individual number which will be shown within the menu when editing certain settings.

## 2. LCD SCREEN
Displays information, menus and current parameters of the UNIT. Changes made by using the [+]/[-] buttons and SCROLL WHEEL appear on this screen.

## 3. UP/DOWN BUTTONS
Used to navigate menus visible on the LCD screen.

## 4. OK/SELECT BUTTONS
OK confirms selections made in the menus, the [SELECT] button cycles through options in the menu.

## 5. SCROLL WHEEL/+/- BUTTONS
Use to quickly increase and decrease values as well as to scroll through multiple selections.

## 6. CLICK BUTTON
Pressing the [CLICK] button activates the metronome and takes you to the CLICK menu. In the SETUP menu you can access the SoundGroup, Beat, Rhythm and Pan submenus.

## 7. REC BUTTON
Activates the RECORD mode within the UNIT.

## 8. KIT BUTTON
Used to access the KIT menu, which allows you to adjust and select different preset kits. You can access the submenus using the [UP] and [DOWN] buttons. Pressing this button gives you access to the Home, Wave, Loop, Effect, ADV, ADV2 and KITCH submenus.

## 9. SETUP BUTTON
Allows you access to the MIDI, PAD, Trigger, Display, Version, Reset and Update submenus.

## 10. TRIGGER/FOOTSWITCH LED INDICATORS
lluminates when external triggers and footswitches are used, they are connected via the inputs on the rear panel of the UNIT.

**11. HEADPHONE VOLUME WHEEL**

Use the wheel to increase or decrease headphone output volume. Master Output levels are controlled on the back of the UNIT. It is recommended to have the volume set to its lowest point when you turn on the UNIT to protect hearing and headphones.

**12. POWER BUTTON**

Turns the UNIT on and off. Press to turn on, hold for five seconds and release to power off.

# REAR PANEL
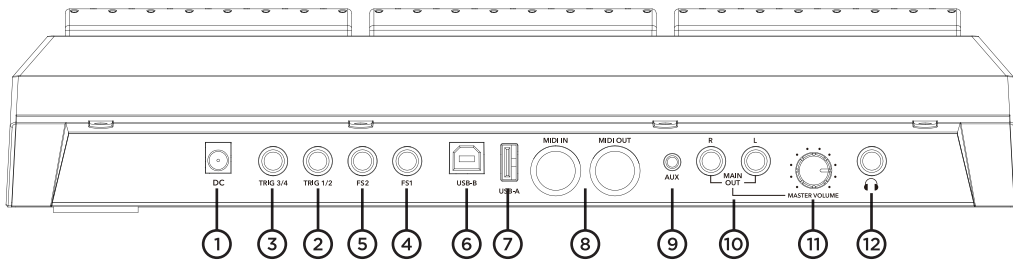


**1. DC INPUT**

Used to connect to mains power. Only use the included PSU.

**2. TRIG 1/2**

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone funtionality. When a signal has been received the left-most trigger lights will illuminate when hit.



**3. TRIG 3/4**

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone funtionality. When a signal has been received the right-most trigger lights will illuminate when hit.



**4.FS1**

Used for connecting a footswitch trigger. By default, it assumes this will be a hi-hat pedal. The left footswitch light will illuminate when played.



**5. FS2**

Used for connecting a footswitch trigger. By default, it assumes this will be a kick drum sound. The right footswitch light will illuminate when played.



**6. USB- B**

USB B connecting port, used for connecting to computer for USB MIDI.

**7. USB-A**

USB A connection, used to connect memory stick for updates as well as importing and exporting your own sound files and preset kits.

**8. MIDI IN/OUT**

Used for connecting 5-pin MIDI cable to send information either from or to the unit.

**9. AUX**

Used for connecting an auxiliary sound source to the UNIT via a 1/8″ Stereo Jack cable (available separately), ideal for connecting an MP3 player or laptop. Volume must be controlled via the sound source.

**10. MAIN OUT L/R**
Main output jacks of the UNIT. Connect via 1/4" mono jack cables to your mixer, interface or amplifier. When using one jack cable (for mono output), insert your jack cable into L/MONO output. Connecting two jack cables sends separate left and right audio signals down each cable, giving you stereo output.
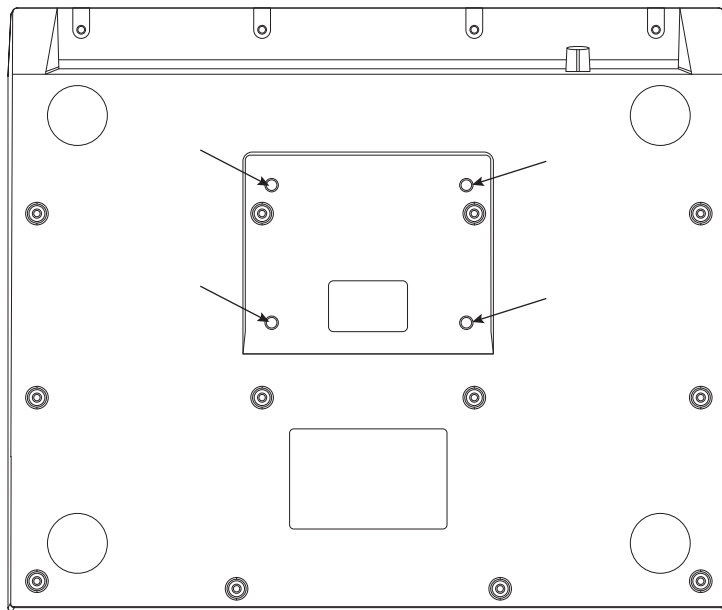
**11. MASTER VOLUME**
Controls the main output volume for the UNIT.

**12. HEADPHONES**
1/4" output jack for connecting headphones, control output level with VOLUME WHEEL on the front panel.

# BOTTOM PANEL

The UNIT can be played flat on desktop or placed on most common snare drum stands. A clamp and stand made specifically for the UNIT is available to purchase at the website.

# QUICK USE

To prevent damage to your hearing, speakers and other audio equipment, reduce the volume and have the power off before connecting to any other equipment. Please make sure you are using the headphone output for headphones and the main output when connecting to amplifiers or mixers.
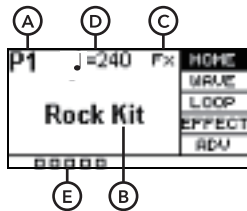
# MAKE A PERFORMANCE

Connect the peripheral devices of UNIT according to the descriptions of the rear panel. (Ref page 2) Turns the unit on, When the [KIT] button indicator is always on, the unit is in drum kit mode. Use drum stick to hit the 9 drum pads to play.

# MODE

Use [UP]/[DOWN] to navigate the menus on the LCD screen.
Use the SCROLL WHEEL or [+]/[—] buttons to change value.

# HOME



A. Shows P1-30, which is one of the 30 preset kits.
   C1-20 are user kits imported via USB memory stick.

B. Displays the name of the currently active preset.

C. If you have FX in use, the FX symbol will show in the top right.

D. The musical note symbol displays what tempo the metronome is set to.

E. The squares in the bottom left or the screen show how hard you are hitting a pad. One light illuminated=soft hit, all lights illuminated=hard hit.

Use the SCROLL WHEEL or [+]/[—] buttons to select a preset.
Pressing [OK] gives you access to all presetkits in list format.



Whilst in this list view press the [SELECT] allows you to Copy, Delete or Rename the preset.
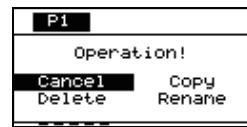


Leave this menu by selecting cancel or pressing [KIT] again.

**NOTE:**
You can only delete user imported preset kits, you cannot delete default kits.

# RESET

Used to restore to factory settings. Press [OK] to initiate this process, the UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.
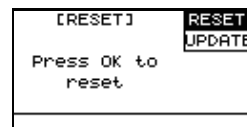


**NOTE:**
1. In case that the drum pad cannot work normally due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.

2. In case the drum pad cannot be started due to the error of importing the preset kit, please press the [POWER] + [KIT] + [OK] to reset after shutdown. The preset kit needs to be imported again after the reset.
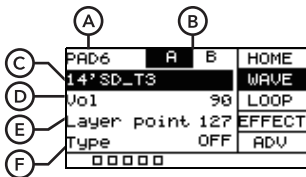
# UPDATE

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you can download the dpupdate.bin file or consult the seller, add this to the root directory of your memory stick. Then press [OK] when the update field is highlighted. The firmware will be installed and the UNIT will restart.

```
[FIRMWARE]  RESET
            UPDATE
Press OK to
firmware update  ⟿
```
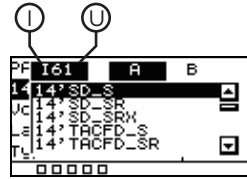
# WAVE

Gives you the ability to adjust individual samples within a preset. Hit a PAD to select it and begin editing.
Press [SELECT] to scroll through the different submenus and press [OK] to save.

```
 Ⓐ          Ⓑ
Ⓒ PAD6    A  B  HOME
Ⓓ 14'SD_T3      WAVE
Ⓔ Vol       90  LOOP
  Layer point 127 EFFECT
Ⓕ Type     OFF  ADV
    □ □ □ □ □
```

A. Shows which pad is being edited.

B. Hitting the pad to select layer A or layer B for editing. Please note when Type is OFF, there will be no B-layer sound. Please adjust the Type and Layer point before editing the sounds of layer B.

C. Shows the sound name the pad is linked to. (You can use the SCROLL WHEEL or [+]/[-] buttons to change this to a different sound. Press [OK] to confirm the change. ) Hitting the pad to select layer A or layer B for editing. Please note when Type is OFF, there will be no B-layer sound.

The preset sound starts with "I" and the user sound starts with "U".

```
  Ⓘ    Ⓤ
PF I61    A   B
14 14'SD_S        ▲
Vo 14'SD_SR       ≡
14'SD_SRX
-a 14'TACFD_S
Ty 14'TACFD_SR    ▼
    □ □ □ □ □
```

D. This is used to control the output volumes of the sound.

E. When the pad is set to have both sample A and sample B, any hit louder than this setting (0-127) will play sample B. For example, any hits below 50 it will play sample A, any hits above play it will play sample B.
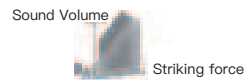
F. Allows you to choose between OFF, MIX, SWITCH and FADE.
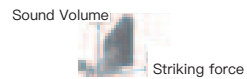
OFF
Only play sample A, sample B will be displayed as "/".


Sound Volume — Striking force
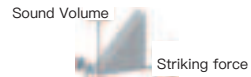
MIX
When the layer point threshold is met, sample B will be blended in with sample A.


Sound Volume — Striking force

SWITCH
When the layer point threshold is met, sample B will take the place of sample A.


Sound Volume — Striking force

FADE
When the layer point threshold is met, sample B will play as well as sample A.


Sound Volume — Striking force

# LOOP

Adjust built-in and user recorded loops within the UNIT.

```
PAD1  [P1]    | HOME
Kit    Rock Kit| WAVE
Midi     Ballad| LOOP
Speed       101| EFFECT
Volume       24| ADV
  □□□□□
```

### A. Kit
The name of the preset kit sound being used by the MIDI.

### B. Midi
Name of MIDI pattern or loop select. Press [OK] to play and press again to pause.

### C. Speed
Controls the playback tempo of the loop, from 20 - 240 bpm.

### D. Volume
Controls the overall volume of the loop.

### E. PAD+number
You can select a pad to play a MIDI loop once hit. Hit the pad you want to select (be sure the cursor is displaying PAD+ number), then press [OK], You will see a * that indicates this pad will trigger a loop rather than play sound. Pressing [OK] again will revert the pad back to its original state. Only one pad can be selected for one preset to play MIDI.

# EFFECT

Allows you to have control over the master effects on the UNIT. Each drum kit can be set up with different effect. Use [SELECT] to scroll between Fx Send, EQ, Reverb and Limit.

```
PAD6        | HOME
Fx Send   64| WAVE
EQ       OFF| LOOP
Reverb   OFF| EFFECT
Limit    OFF| ADV
  □□□□□
```

### A. FX Send
Controls the amount of signal from the pad that goes to the FX channel from 0 - 127. A low value will have a small amount of the effect blended in a high value will be entirely affected.

### B. EQ
Disable or Engage the EQ. A built-in 3-band EQwhich can shape the overall sound of the preset.

HIGH
Adjust the treble frequencies +/- 12dB.

MID
Adjust the mid-range frequencies +/- 12dB.

LOW
Adjust the bass frequencies +/- 12dB.

### C. Reverb
Disable or Engage the Reverb. Built-in Reverb Providing ambience for the preset.

TYPE
Choose between room, stage and studio.

### D. Limit
Disable or Engage the Limiter feature. Built-in limiting feature.

THRESHOLD
When set to 0, input and output are the same, when set to -12 the output is ¼ of the maximum output.

## ADV

Gives you access to advanced editing features.



### A. Tuning
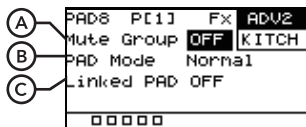Tune a sample up or down, the range is +/-12.

### B. Muffling
Adjusts the amount of muffling effect on an individual sample, the range is 1- 4. This only works on parts of sounds.

### C. Pan
Controls the pan of output, 0 =Fully Left, 64 = Centre, 127 Fully Right.

## ADV2

Gives you access to advanced editing features.



### A. Mute Group
Build a Mute Group from 1 - 9. Hitting a pad then hitting another pad from the Mute Group will mute the first pad, ensuring there is no crossover.

### B. PAD Mode
Changes the behaviour of a pad.

Normal
Normal plays the sound of the pad once.

Switch
Switch starts the sound when hit the first time, you hit again to stop the sound. Ideal for backing tracks and other sound effects.

Loop*2,4,8
Repeats the loop the same amount of times shown on the option. For example, Loop*4 will loop a sound 4 times.

Infinite
Repeats the loop continuously.

### C. Linked PAD
Link the sound of another pad with this pad. Allows you to trigger two pads at the same time.

## KITCH

Used for creating a custom order of drum presets according to your preferences. The UNIT can support 5 kitchains, allowing you to have 8 different kits in each KITCHAIN. After it has been activated it will be shown in the home screen.
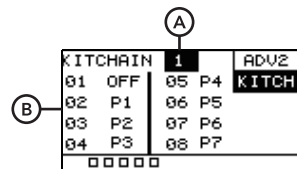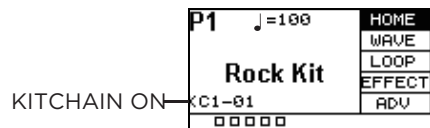


KITCHAIN ON



### A. KITCHAIN
Used to select which KITCHAIN you are editing. Select between 1-5 or OFF. Selecting OFF will disable all kitchains and the presets will be in their original order.

### B. 01-08
Selects which order the preset kit will go in, 01 is first – 08 is last. Once highlighted you can choose which preset you want using the [+]/[-] button or SCROLL WHEEL.

# CLICK MODE

Press the [CLICK] button to activate the metronome, hold for two seconds to enter into the CLICK menu.
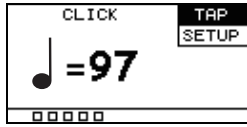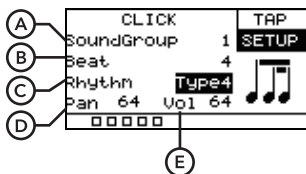


# TAP

There are two ways to adjust the tempo (from 20 – 240 bpm).

A. Use the SCROLL WHEEL or [+]/[-] buttones to adjust the tempo.

B. Tap any pad more than one time, the tempo will be displayed on the TAP screen.

# SETUP

Allows you to adjust the SoundGroup, Beat, Rhythm, Pan and Volume.



**A. SoundGroup**
Controls the sound of the metronome, there are 5 built into the unit.

**B. Beat**
Controls the number of clicks per measure, select from 1 - 16.

**C. Rhythm**
7different click patterns are available.

1. ♩   2. ♫   3. ♬♬   4. ♫♬

5. ♬♫   6. ♫♫   7. ♫♩

**D. Pan**
Controls the pan of the metronome output, 0 = Fully Left, 64 = Centre, 127 = Fully Right.

**E. Vol**
Controls the metronome volume.

# RECORD MODE

Allows you to record MIDI patterns within the UNIT. Pressing the [REC] button once will display the following menu. The value in the lower right corner is the tempo of the metronome. It is recommended to go to the [CLICK] button to set the metronome tempo and beat before recording.
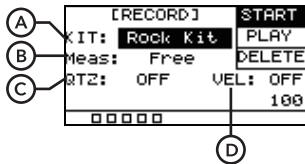


### A. KIT
This drum kit is used as the sound department when playing the recorded MIDI.

### B. Meas
The number of Measures that will be recorded.
Value: Free/*1/*2/*4/*8/*16

### C. QTZ
Quantize note. Automamatically corrects the beats as the setting value. This allows you to get cleaner performances without the tiny time discrepancies felt in natural performances.
Value: OFF, 1/4, 1/8, 3/8, 1/16, 3/16, 1/32, 1/64

### D. VEL
Quantize velocity. Automatically corrects thevelocity of your recording as the setting value. If set OFF, that means quantize velocity is off and it will record your playing velocity as normal.
Value: OFF, 0-127

## START

Press the [REC] button again so the RECORD icon is flashing, the UNIT is now in RECORD MODE and will capture the next notes played. The metronome will automatically turn on, you can disengage it using the [CLICK] button.



# STOP

When you are finished press the [REC] button again, the RECORD icon will stop flashing. The UNIT is now in STOP mode and will stop capturing your performance.



**NOTE:**
1. The maximum amount of hits able to be recorded is 5000, the recording feature will automatically stop after that.
2. If you immediately start to record a new performance without saving, the original will be deleted.
3. If you change to a different function instead of saving the recording will be deleted.

### B. Meas
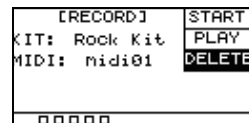The number of Meas that will be recorded.
Value: Free/*1/*2/*4/*8/*16

## PLAY

Press [OK] to play and press again to pause.



## DELETE

Press [OK] to delete the MIDI .

# SETUP BUTTON SUBMENUS

## MIDI

Displays a MIDI number for each pad. Hit a pad and the corresponding MIDI number will be highlighted. Once the desired pad has been hit you can edit the MIDI value using the [+]/[-] or SCROLL WHEEL.

### A. Keymap

| PAD | Note NO. |
|---|---|
| PAD 1 | 49(C#3) |
| PAD 2 | 57(A3) |
| PAD 3 | 51(D#3) |
| PAD 4 | 48(C3) |
| PAD 5 | 45(A2) |
| PAD 6 | 43(G2) |
| PAD 7 | 36(C2) |
| PAD 8 | 38(D2) |
| PAD 9 | 42(F#2) |
| Trig 1 | 22(A#0) |
| Trig 2 | 24(C1) |
| Trig 3 | 41(f2) |
| Trig 4 | 39(D#2) |
| FootSwitch 1 | 44(G#2) |
| FootSwitch 2 | 35(B1) |

## MIDI Implementation Chart

| Function | | Transmitted | Recognized | Remarks |
|---|---|---|---|---|
| Basic Channel | | 10 | 1-16, OFF | Memorized |
| Mode | | Mode 3 | Mode 3 | |
| Note Number | | 0-127,OFF | 0-127,OFF | Memorized |
| Velocity | Note On | O 99H, v = 1–127 | O | |
| | Note Off | O 89H, v = 0 | O | |
| After Touch | | X | X | |
| Pitch Bend | | X | X | |
| Control | | X | X | |
| Program Change : True Number | | X | O  0-127 | |
| System Exclusive | | O | O | |
| System Common | : Song Position | X | X | |
| | : Song Select | X | X | |
| | : Tune Request | X | X | |
| System Real Time | : Clock | X | X | |
| | : Commands | X | X | |
| Aux Message | : All Sound Off | X | X | |
| | : Reset All Controllers | X | X | |
| | : Local On/Off | X | X | |
| | : All Notes Off | X | X | |
| | : Active Sensing | O | O | |
| | : System Reset | X | X | |

Mode 3 : OMNI OFF, POLY

O : Yes
X : No

# PAD

Adjusts pad specific parameters.

```
┌─────────────┬──────┐
│PAD6         │ MIDI │
│Mode     OFF │ PAD  │
│Sensitivity 15│ TRIG │
│Threshold  15│ DISP │
│VelCurve linear│ VER  │
│ □ □ □ □ □    │      │
└─────────────┴──────┘
(A) (B) (C) (D)
```

**A. Mode**
Allows you to change the behaviour of
PAD 1-9.

KIT DEC
Operates as the [—] button of selecting
drum kit.

KIT INC
Operates as the [+] button of selecting
drum kit.

CLICK
In this mode the pad turns the metronome
off or on.

MUTE
In this mode the pad turns to stop sounds.

OFF
Turn the mode off.

**B. Sensitivity**
Changes how sensitive the pad is, adjust
from 1-32. 1 is low sensitivity, 32 is most
sensitive.

**C. Threshold**
Adjusts the minimum threshold for
generating a sound from a pad, adjust from
1-32. When set to a high value a gentle hit
will not generate a sound.

**D. VelCurve**
Sets the way the velocity increases as you
hit the pad harder, choose between linear,
log, exp and max.

linear
The default type of velocity. The sample
volume increases evenly as you hit the pad
harder.

log
The sample volume reaches maximum
velocity quicker. Ideal for samples that you
want to get to maximum velocity without
much dynamic range.

exp
The sample reaches maximum velocity
slower, ideal for samples that have extra
nuance.

max
The sample is at the maximum velocity.

# ExtPAD

Menu which allows you to adjust extra pads
connected to the UNIT (sold separately).
To control an additional footswitch, plug in
the footswitch and press it, this will allow you
to adjust its settings.

```
┌─────────────┬──────┐
│Fs1          │ MIDI │
│Mode  HHpedal│ PAD  │
│Control PAD 9│ TRIG │
│Open      58 │ DISP │
│Close     10 │ VER  │
│ □ □ □ □ □    │      │
└─────────────┴──────┘
(A) (B) (C) (D)
```

**A. Mode**
Allows you to change the behaviour of
footswitch. By default, FS1 will be in
HHPedal mode and FS2 will be in KICK
mode.

HHpedal
In this mode the footswitch will work like a
hi-hat pedal.

PAD
Used to control whether a pad plays
sample A or B. For example, when press
the footswitch down, it will play sample A,
when you let go of the footswitch it will
revert to sample B.

KICK
Footswitch will act as a kick drum. When
pressed it will play a sample.

KIT DEC
Operates as the [—] button of selecting
drum kit. Can be used to change presets
via footswitch.

KIT INC
Operates as the [+] button of selecting drum kit. Can be used to change presets via footswitch.

CLICK
In this mode the footswitch turns the metronome off or on.

MUTE
In this mode the footswitch turns to stop sounds.

**B. Control**
Choose the pad 1-9 that the footswitch controls in HH-Pedal or PAD mode.

**C. Open**
Adjust the opening position of Hi-hat. The smaller the value, the easier to open the Hi-hat.
Value: 10-64

**D. Close**
Adjust the closing position of Hi-hat. The larger the value, the easier to close.The value of close is less than or equal to the value of open.

# TRIG

When you connect the external trigger, you can choose the trigger type, single or double triggering. Selecting the correct model and type can make you experience better.



**A. Type**
Scroll through below six options to pick the type that closest matches your trigger pad.

| NAME | DESCRIPTION |
|------|-------------|
| DRM16208 | 8" rubber drum pad |
| DRM18107 | 7.5" rubber drum pad |
| DRM19106 | 7.5" single trigger Mesh drum |
| BAS18103 | 2.5" rubber kick drum |
| BAS19107 | 7.5" rubber kick drum |
| CBL17110ST | Single trigger cymbal |

**B. Trig1/2**
Choose between single and dual trigger for the external pad plugged into Trig 1/2.

**C. Trig3/4**
Choose between single and dual trigger for the external pad plugged into Trig 3/4.

# DISP

Allows you to set the LCD Contrast and disable the LEDs.



**A. LCD Contrast**
Sets the conttrast of the LCD screen, from 0-20.

**B. LED Type**

off
Turns the LEDs which illuminate when you hit a pad on or off.

type1
When playing, the LEDs up for 0.5s and go out.

type2
The LEDs go on and off while playing.

# VERSION

Shows information relating to the software inside the UNIT.



**A. SF**
Version of built-in sounds.

**B. FirmWare**
Displays which version of the firmware is installed.

**C. Syn Ver**
Displays which version of the synthesiser software is installed.

**D. Detect**
Displays which version of the detection algorithm is installed.

# RESET

This function is used to restore to factory settings. Press [SETUP] and use the DOWN button to scroll down to "Reset". Press [OK] to initiate this process. The UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.

```
[RESET]      RESET
             UPDATE
  Press OK to
    reset
```
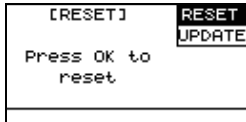
**NOTE:**
In case that the drum pad cannot work normally due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.

# UPDATE

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you can download the dpupdate.bin file or consult the seller, add this to the root directory of your memory stick. Then press [OK] when the update field is highlighted. The firmware will be installed and the UNIT will restart.

```
[FIRMWARE]   RESET
             UPDATE
  Press OK to
firmware update   ⇆
```
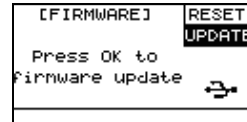
# ADVANCED APPLICATIONS /USB MEMORY STICK

Press and hold [SETUP] and [OK] button together to access the memory stick option menus. From here you can import and export sounds to the UNIT. Please note that only EXFAT/FAT32/FAT formats are supported. If your memory stick is not configured for this, you can format it in the UNIT, The UNIT can only read files in the root menu of your USB stick.

## WAVE

Sound files you have saved in the root directory of your USB stick will appear here. You need to import them before previewing (explained in the LOAD section).

Press [SELECT] to select to delete the single Wave file or the all Wave files. Press [OK] to confirm.

## MIDI

A preview of MIDI file data on the UNIT. You can use the SCROLL WHEEL or [+]/[-] buttons to scroll through the MIDI files. The MIDI files on your memory stick will not be shown until you load them.
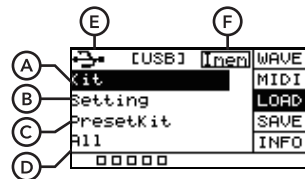
You can use [SELECT] to delete a MIDI file on the UNIT.

## LOAD

For importing user sounds, kits and settings into the UNIT.

**A. Kit**
Uploads user sounds, drum kit configuration and MIDI file data.

**B. Setting**
Uploads the pad's setting information.

**C. PresetKit**
Uploads the pad's built-in preset drum kit. It will be provided at website.

**D. All**
Uploads Kit and Setting.

**E.** ⬓
The icon shows that the memory stick is connected. If it is not displayed, it is not connected successfully.

**F. IMEM**
Displays the memory usage of the user sounds. You can clean up the memory space when it is insufficient.

There are two ways to importing user sounds, kits and settings into the UNIT.

a. You can create a folder exactly named " pad_wave " in the root directory of the USB stick, and then put your WAVE files in it. Import it to the unit by Kit option under LOAD interface.

b. Generate a "pad-content.hppd" file by using the wavemanager software provided at website and put the file in the root directory of the USB stick. Import it to unit by using the corresponding option in the LOAD interface.

Press [SELECT ] to scroll through the different settings below and click [OK] to begin the importing process. You will be shown Cancel, Update, Append option, press [SELECT] to choose betweenthem. Append will import the selected files, Cancel will cancel the action, Update will overwrite the previously imported the selected files. Press [OK] to confirm.

**NOTE:**
When importing sounds via USB stick. The wave files must meet the following criteria:
1. All sounds must have a 48K sampling rate, 16 bit, 1 channel.
2. The wave files that imported can not exceed the memory of pad, the excess sounds can not be downloaded.
3. The name of the sound is limited to 16 characters.
4. Can not put MP3, MIDI, can only put wave files.

# EXPORT

For exporting drum kit configuration, user sounds, settings, MIDI data from the UNIT onto a compatible USB memory stick. Scroll through the different settings below and click [OK] to begin the exporting process.



Pressing [OK] will give you a yes or no choice, YES will export the selected fi les, NO will cancel the action.

**A. Kit**
Exports user sounds, drum kit configuration, and MIDI data.

**B. Setting**
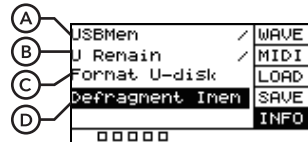Exports the pad's setting.

**C. All**
Exports the above two items.

**NOTE:**
The built-in preset kit cannot be exported.

# INFO

Displays information relating to the total and remaining storage on your USB stick as well as giving the option to format.



**A. USBMem**
Displays total size of USB memory stick.

**B. U Remain**
Displays remaining storage available on USB memory stick.

**C. Format U-disk**
Used to format the USB memory stick, press [OK] and you will be given an option between YES and NO, highlight the appropriate option and press [OK] to confirm. Make sure to back up important documents before formatting.

**D. Defragment Imem**
Memory collation, which will take a long time. Do not power off during operation.