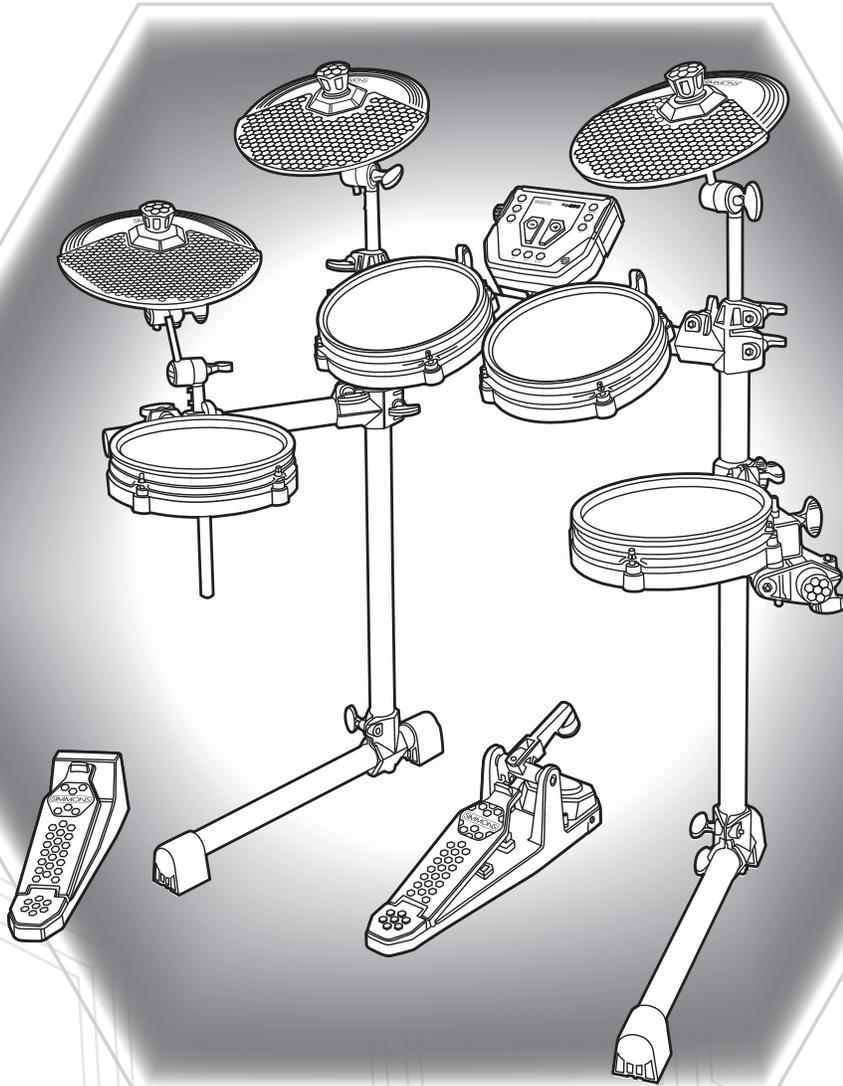


# SIMMONS

The first name in electronic drums.

## SD350

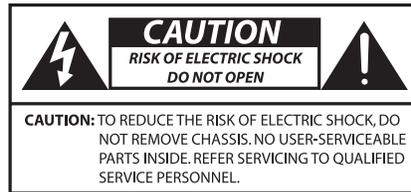


## Electronic Drum Kit

## OWNER'S MANUAL

[www.SimmonsDrums.net](http://www.SimmonsDrums.net)

# SAFETY INSTRUCTIONS



AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.



THE LIGHTNING FLASH WITH ARROWHEAD SYMBOL WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF UNINSULATED DANGEROUS VOLTAGE WITHIN THE PRODUCT'S ENCLOSURE THAT MAY BE OF SUFFICIENT MAGNITUDE TO CONSTITUTE A RISK OF ELECTRIC SHOCK TO PERSONS.



THE EXCLAMATION POINT WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF IMPORTANT OPERATING AND MAINTENANCE (SERVICING) INSTRUCTIONS IN THE LITERATURE ACCOMPANYING THE PRODUCT.



APPARATUS SHALL NOT BE EXPOSED TO DRIPPING OR SPLASHING AND THAT NO OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, SHALL BE PLACED ON THE APPARATUS.

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Unplug this apparatus during lightning storms or when unused for a long periods of time.
- 13) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

**WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

**CAUTION:** Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

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# FEATURES

## SD350 Sound Module General Features

---

### Polyphony

Voices - 32

### Sounds

Drum Voices - 170  
Keyboard Voice - 19  
Drum Kits - 10 Preset / 1 User  
Songs - 10 Preset / 1 User

### Effects

Reverb - Hall1, Hall2, Room1, Room2,  
Room3, Stage1, Stage2, Plate, Delay,  
Echo.  
Chorus - Chorus1, Chorus2, Chorus3,  
Chorus4, ChorusFB, Short Delay,  
Short Delay FB, Flanger2, Flanger3,  
Celeste1, Celeste2, Celeste3.

### Trigger Inputs

1 x Kick, Single Zone  
1 x Snare, Single Zone  
3 x Toms, Single Zone  
1 x Hi-Hat, Single Zone  
1 x Ride, Single Zone  
1 x Crash, Single Zone

### Hardware

Drum Rack and Mounts  
Kick pedal / Trigger Module  
Hi-Hat pedal  
8" Single Zone Snare Mesh Drum  
8" Single Zone Tom Mesh Drum  
10" Single Zone Hi-Hat Cymbal Pad  
10" Single Zone Crash Cymbal Pad  
10" Single Zone Ride Cymbal Pad

### External Connections

1/8" Headphone Output  
2 - 1/4" Master Outputs  
1/8" Stereo Aux Input  
USB Connection for MIDI via computer

### Sequencer

Preset Songs - 10  
User Songs - 1  
Tempo - 20-240 BPM  
Click/Metronome - Click Voice,  
Time Signature, Tempo, Interval, Volume

Power: 9v, 600ma

Dimensions: 37"(H) x 27"(W) x 10"(L)

Weight: 37 lbs / 16.78 kg

# ASSEMBLING YOUR KIT

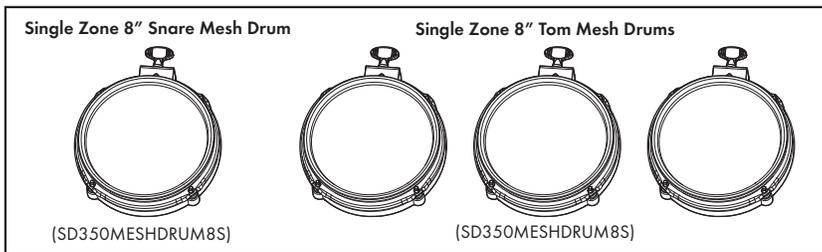
## Inside this package - SD350 pads and hardware

Before assembly, please make sure that all the items listed below are present.

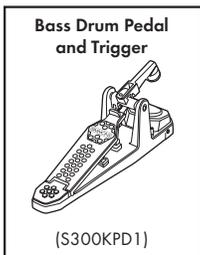
### Cymbals



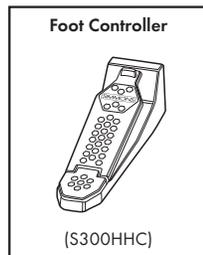
### Drum Pads



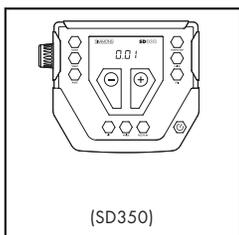
### Kick Pedal



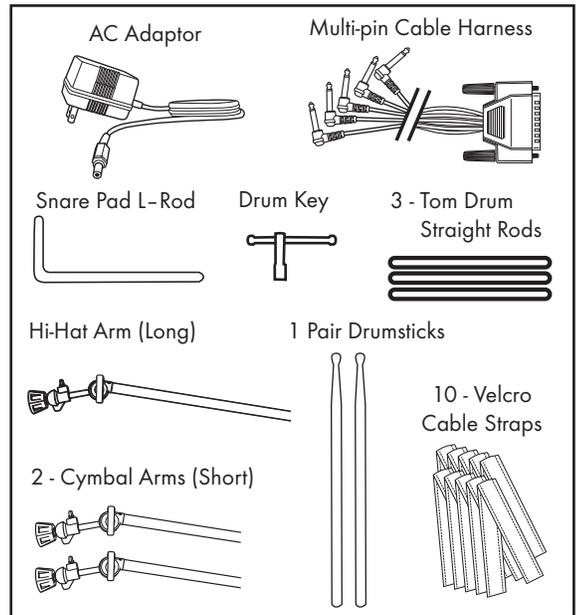
### Hi-Hat Pedal



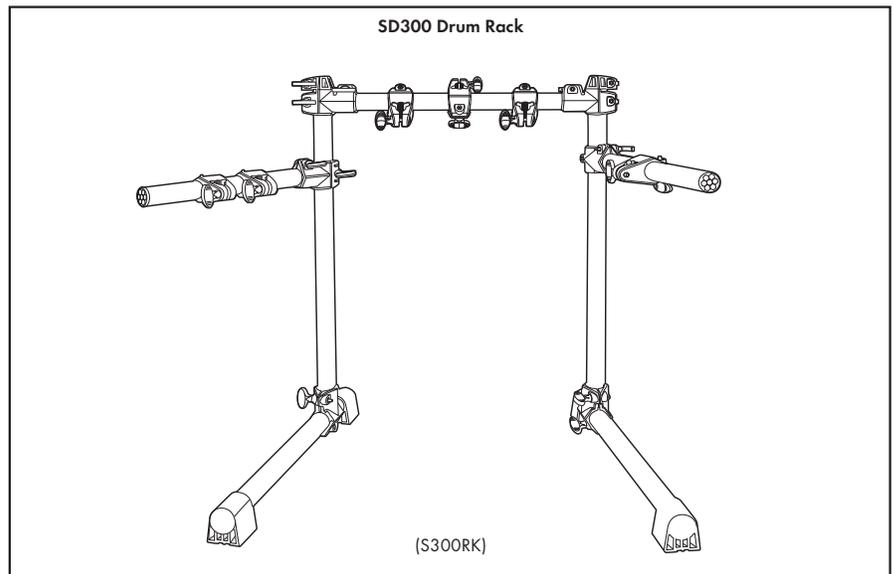
### Drum Module



### Accessories



### Drum Rack



# CONNECTIONS

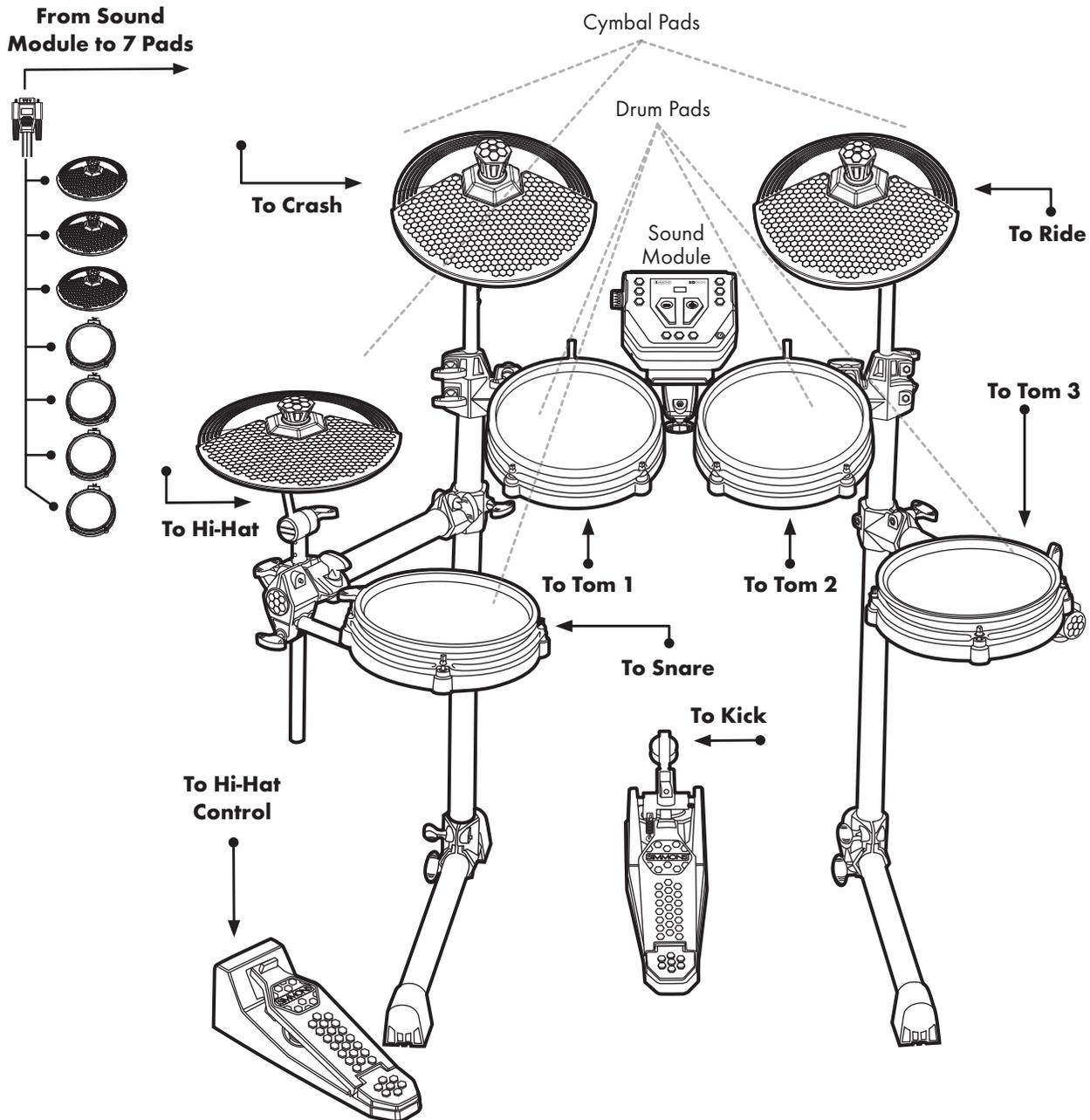


## CAUTION!

To prevent electric shock and damage to the device, make sure the power is switched OFF on the sound module and all related devices before making any connection.



## Connecting the



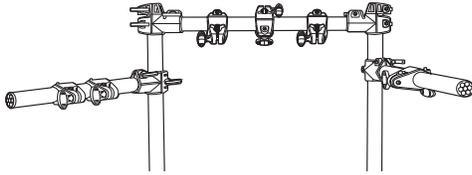
\*See Appendix for Pad, Triggers, Name and MIDI chart.

# ASSEMBLING YOUR KIT

## Step 1 - Drum Rack

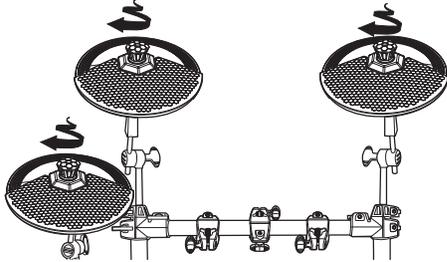
The Drum rack will be fully assembled in the box.

Remove the drum rack from the box and tighten the connecting clamps until the kit is stable.



## Step 3 - Attach Cymbal Pads

Remove wing nuts from cymbal tilters. Place cymbal pads on tilter assembly. Re-attach and tighten wing nuts.

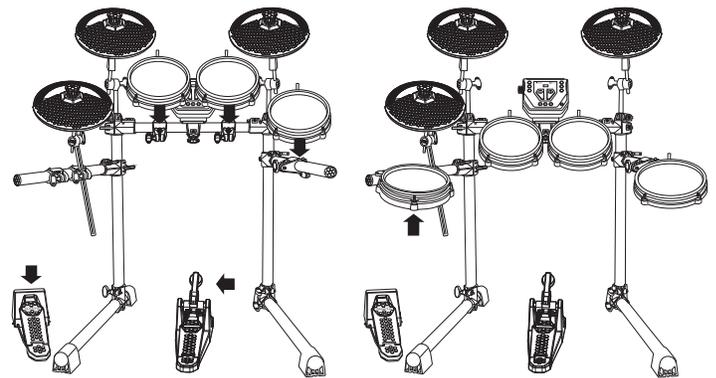


## Step 5 - Position Pedals & Attach Drums

Place the hi-hat pedal on the floor and to the left, as illustrated below. Place the bass pedal on the floor in the center of the rack as illustrated.

Loosen the wing screws on the drum mount clamps on the center crossbar and the right side rack arm. Insert the straight rods into clamps and place the drums on the rods. Place the tom pads into the mounts and tighten the wing screws.

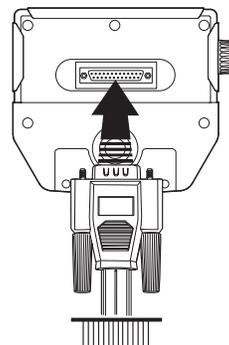
Place the L arm into the drum mount clamp on the left side rack arm (next to the Hi Hat). Slide the snare pad onto the L arm and tighten the wing screw.



## Step 6 - Connect Module to the Pads

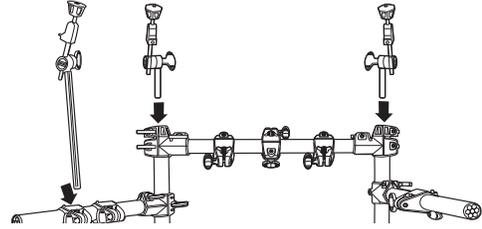
Using the provided cables, connect the 1/4" jacks to the corresponding drum pads, cymbal pads and kick pad. (Cables are marked accordingly). The pin connection will attach to the serial port of the sound module. Assembly complete. 🍻

**NOTE:** The voice of the hi-hat pad is controlled by the hi-hat pedal. Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is pressed down, it functions as a 'closed hi-hat'. Use cable strips to retain cable to rack.



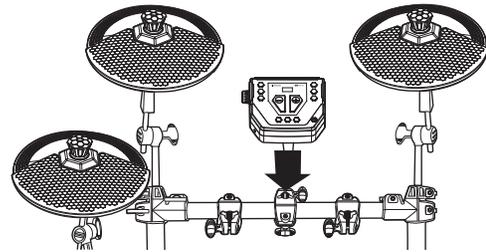
## Step 2 - Attach Cymbal Arms

Insert each cymbal arm into the rack clamp. Insert (Long) hi-hat arm on the left-side rack arm's cymbal clamp.



## Step 4 - Attach Drum Module

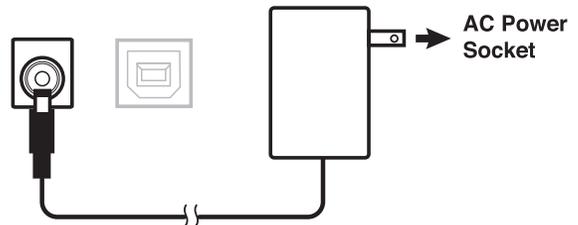
Loosen wing screw on the module mount located on the crossbar. Place drum module into drum clamp. Tighten wing screw to secure module.



# CONNECTIONS

## Connecting the Power Supply

Connect the AC power adapter to a wall socket as shown in this illustration.



## Connecting External Audio Devices

The audio output from an external source can be connected to the AUX INPUT jack on the rear panel and mixed with the sound of the drum module. This is ideal if you want to play along with songs or follow an audio drum tutorial.

The volume of the external signal is controlled on that device.

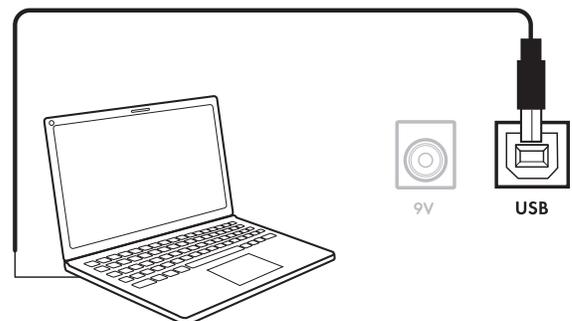


## Connecting USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class compliant host (such as most modern MAC and PC computers as well as many tablet devices), and it should be recognized immediately. There are no drivers to install; simply plug n' play.

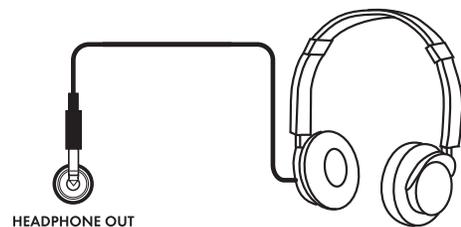
If you connect the drum module to a computer, you can trigger software programs or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

*USB cable not included.*



## Connecting Headphones

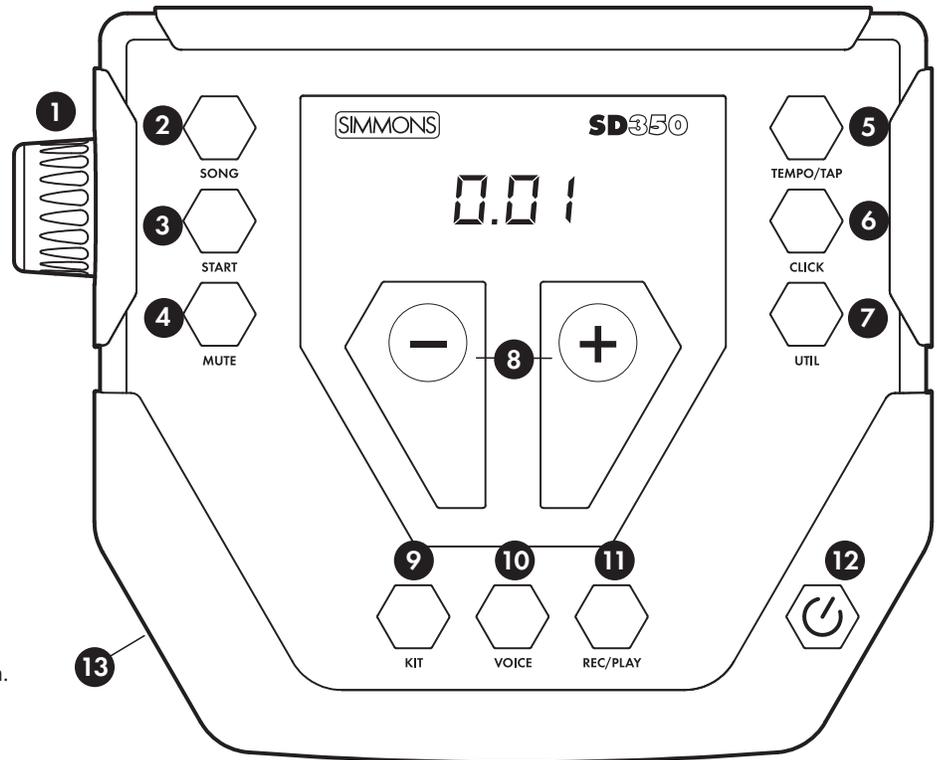
Your headphones can be connected to the SD350. The headphone jack is located on the front left side of module. Use the MASTER VOLUME knob to adjust the headphone volume.



# PANEL CONTROLS

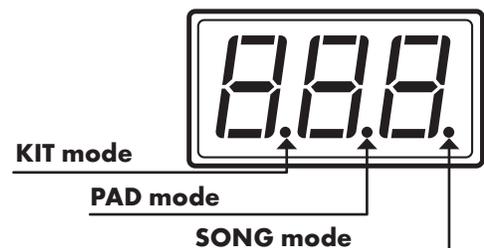
## Top Panel

- ① **[VOLUME] Knob**
- ② **[SONG] Button**  
Access to song mode.
- ③ **[START] Button**  
Plays the selected song.
- ④ **[MUTE] Button**  
Mutes the drum part of selected song.
- ⑤ **[TEMPO/TAP] Button**  
Adjusts the tempo of songs and click.
- ⑥ **[CLICK] Button**  
Turns the Click/Metronome function ON/OFF.
- ⑦ **[UTILITY] Button**  
Access to utility functions.
- ⑧ **[ - / + ] Buttons**  
Adjusts the current parameter on the screen.
- ⑨ **[KIT] Button**  
Access to kit mode.
- ⑩ **[VOICE] Button**  
Selects voice.
- ⑪ **[RECORD/PLAY] Button**  
Access to record mode.
- ⑫ **[POWER] Button**  
Press and release to power ON or OFF.
- ⑬ **Headphone Output**



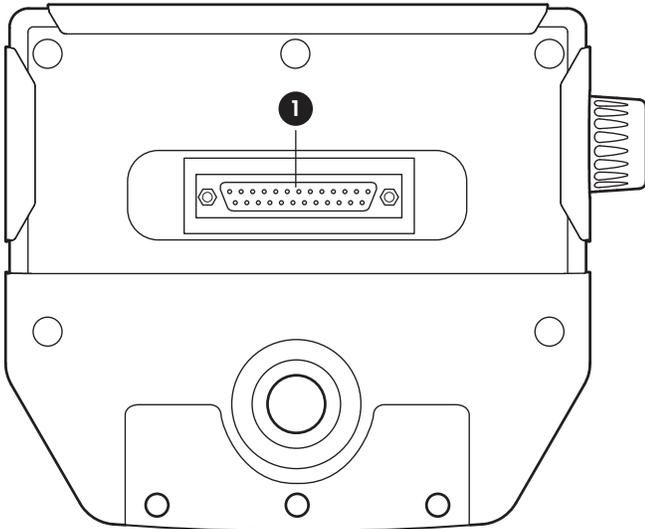
## LED Display

The LED indicates the SONG, PAD or KIT status. When SONG is selected, the song number appears in the display. When PAD is selected, the pad name such as Snare, Crash, and Tom, etc. will appear. Press the KIT button and the drum kit number will be displayed on the LED.



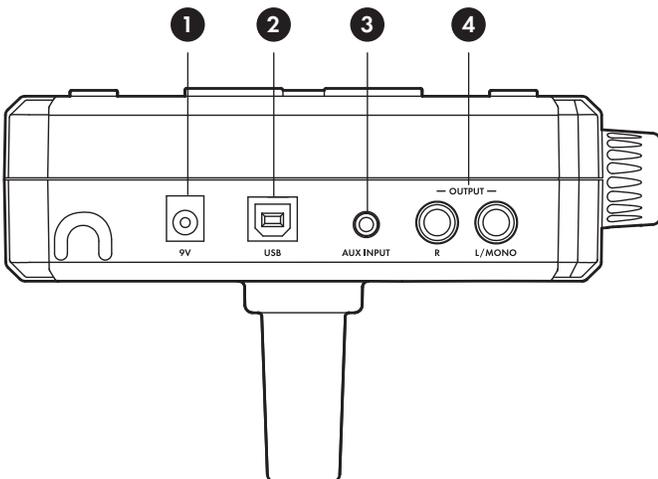
# PANEL CONTROLS

## Rear Panel



- ① **Serial Connection Jack**  
Control cable connects the pads and the pedals to the module.

## Back Panel



- ① **AC Adapter Input**  
Connection for the 9V DC power adapter.
- ② **USB Port**  
Used for connecting the SD350 module to a computer.
- ③ **AUX Input**  
Stereo 1/8" jack to connect external audio devices to module.
- ④ **Output**  
1/4" stereo audio outputs to connect to external audio sources.

# GETTING STARTED

## Switching the Power On

1. Connect the AC Adapter to the drum module.
2. Press the power switch on the front panel to turn on the module.

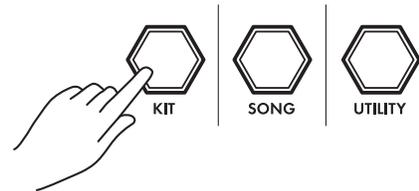
Note: There is an automatic power off function that turns off the module when the kit is not being used for a certain period of time. The default setting is Always ON. You can change this setting by holding down the [KIT] button for two seconds. This will disable the auto power off function. Press and hold the [KIT] button again to switch it back on.



## Basic Operation and Navigation

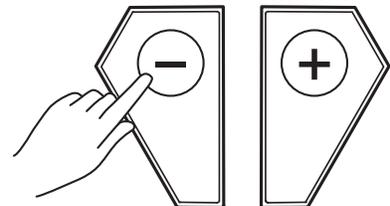
### Selecting Modes

There are 3 main modes for the module: KIT, SONG and UTILITY. To enter these modes press the corresponding buttons on the top panel of the module.



### Adjusting Values

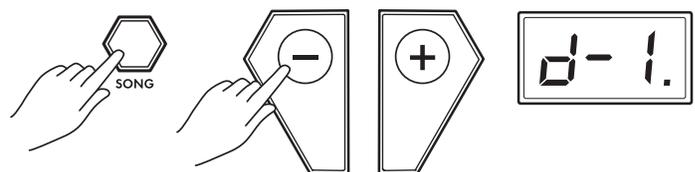
1. Select the parameter to be adjusted.
2. Adjust the value using [-] / [+] buttons.



## Listening to the Demo Song

The demo song helps to show you the capabilities and sounds of the SD350 module. There is one demo in the module. The demo song is a medley that has several patterns combined to show the different genres of music that the module can play.

1. Press the [SONG] button to enter Song Mode. Use the [-] / [+] buttons to select song d-1.
2. Press the [START] button to start or stop the demo.
3. After stopping the demo, press any of the Mode buttons (KIT, SONG or UTILITY) to exit the Demo Mode.

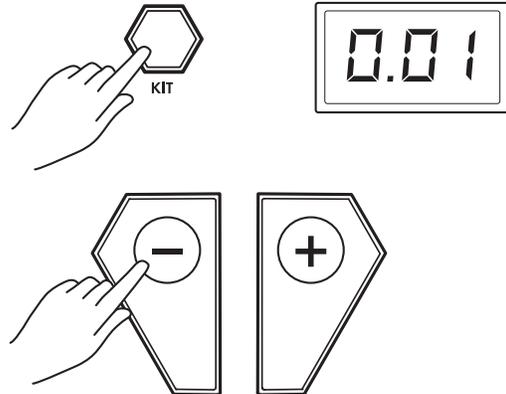


# GETTING STARTED

## Selecting a Kit

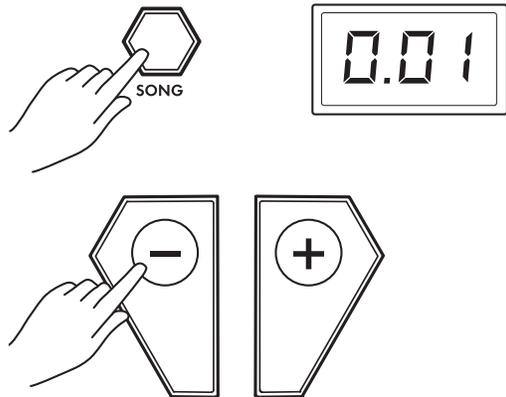
### Entering KIT Mode

1. Press the [KIT] button. The LCD displays the current Kit number.
2. Press the [-] / [+] buttons to select a preset or user kit.



## Selecting a Song

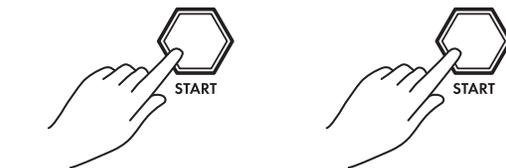
1. Press the [SONG] button. The LCD displays the current Song Number.
2. Press the [-] / [+] buttons to select the song you want to play.



## Playing a Song

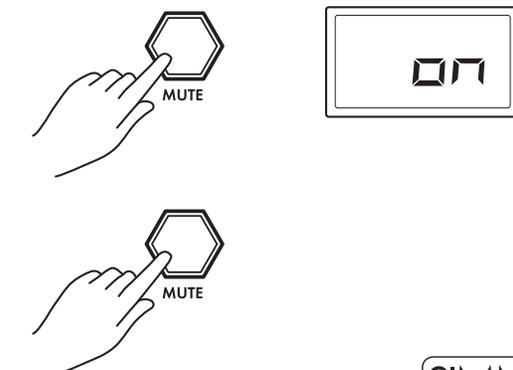
1. Press [START] to play a song.
2. Press the [START] button again to stop playback of the song.

NOTE: You can temporarily change the tempo of a song while playback is in progress by using the [TEMPO/TAP] and [-] / [+] buttons. The song returns to its default tempo when a different song is selected.



## Muting the Drum Part

1. While a Song is playing press the [MUTE] button. This will mute the drum sound. The screen will show the mute status "On" or "Off".
2. To unmute the Drums press the [MUTE] button again.



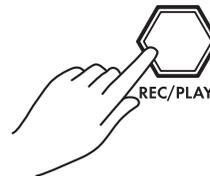
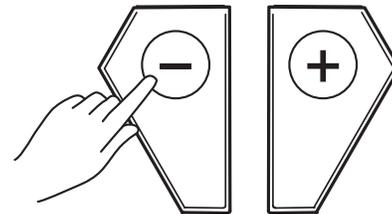
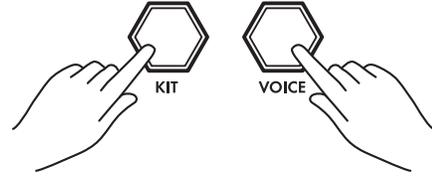
# ADVANCED OPERATIONS

## Kit Mode

### Editing a Kit

The drum kits of the module can be modified from the factory presets. However to save them you will have to save them to User memory locations. See the steps below on how to change the parameters for each pad input.

1. Press the [KIT] button.
2. Press the [Voice] button to see the current voice - the default is the Snare pad.
3. Strike a drum pad to view the Voice currently assigned.
4. Press the [-] / [+] buttons to change the assigned voice.
5. Press the [REC/PLAY] button to save the assignment to a User Kit.

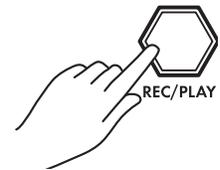
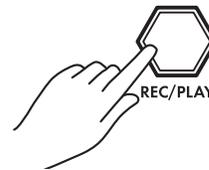


### Recording a Song

#### Recording

Press and hold the [REC/PLAY] button for 2 seconds. Recording will start after you hear one bar of metronome hits.

Press [REC/PLAY] button again to stop recording. After you have stopped recording, press the [REC/PLAY] button to play back your recording. Press the [REC/PLAY] button again to stop playback.



# ADVANCED OPERATIONS

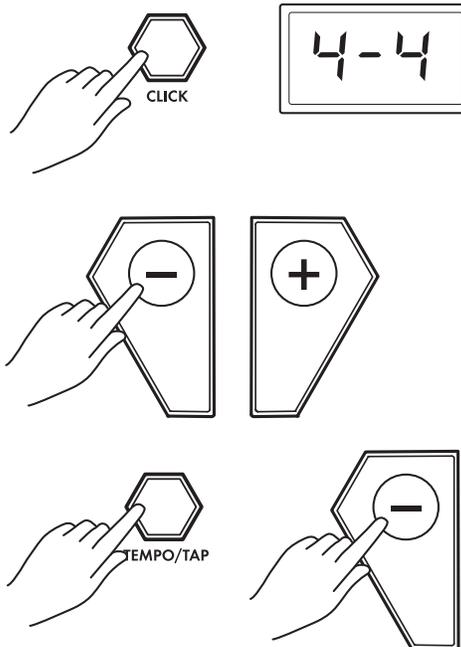
## Click/Metronome

### Click Settings

The Click is the metronome. The click can be played during a song in song mode or on its own.

Press [CLICK] button to start and stop the metronome.

1. To edit the Click settings press and hold the [CLICK] button for 2 seconds.
2. The first parameter is the time signature.
3. Press the [-] / [+] buttons to select the time signature that you want.
4. To adjust the tempo of the click press the [TEMPO/TAP] button and use the [-] / [+] buttons to adjust.
5. You can also adjust the tempo by using the "TAP" function. Press and hold the [TEMPO/TAP] button. The LED screen will flash the current tempo. Strike Tom 1 2-4 times consecutively to set the desired "TAP" tempo.



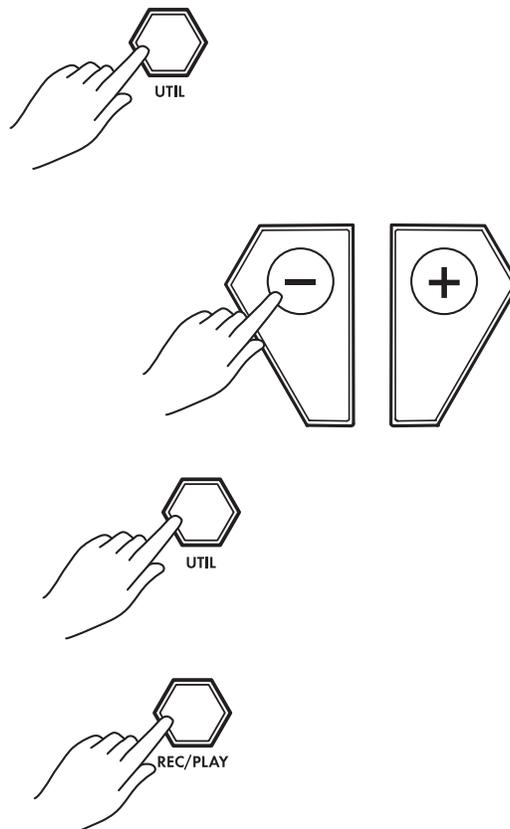
## Utility Mode

The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

### Trigger Settings

You can set the parameters of each drum and cymbal pad in the Trigger menu. While editing the settings, you can select each trigger by hitting the corresponding trigger pad.

1. Press the [UTIL] button.
2. Strike the drum pad you want to edit to view the setting currently assigned.
3. To recover factory settings perform the factory reset. (See page 16)
4. Press the [-] / [+] buttons to change the parameter setting.
5. To get to the next parameter press the [UTIL] button. See page 15 for a list of parameters and their descriptions.
6. After completing your settings Press the [REC/PLAY] button to save them.



# ADVANCED OPERATIONS

## Parameter definitions

### Retrig-C (Retrigger cancel)

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

### Threshold

This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to peripheral vibrations from another pad.

### Curve (Trigger curve)

This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

### X- Talk (Pad Crosstalk)

When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally, this is called crosstalk. You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. Setting the value too low may result in crosstalk.

## MIDI Settings

### Pad MIDI Note assignments

The MIDI output notes from the SD350 are preset in the module. The following list has the MIDI notes that are sent from the module when the drum pads and pedals are played.

For more details on MIDI functionality please see the MIDI Implementation Chart in the Appendix section of the manual.

MIDI Note	Pad
<b>36</b>	Kick
<b>38</b>	Snare - Center
<b>48</b>	Tom 1
<b>45</b>	Tom 2
<b>43</b>	Tom 3
<b>46</b>	Hi Hat - Open
<b>42</b>	Hi Hat - Closed
<b>44</b>	Hi Hat - Pedal
<b>49</b>	Crash
<b>51</b>	Ride

# ADVANCED OPERATIONS

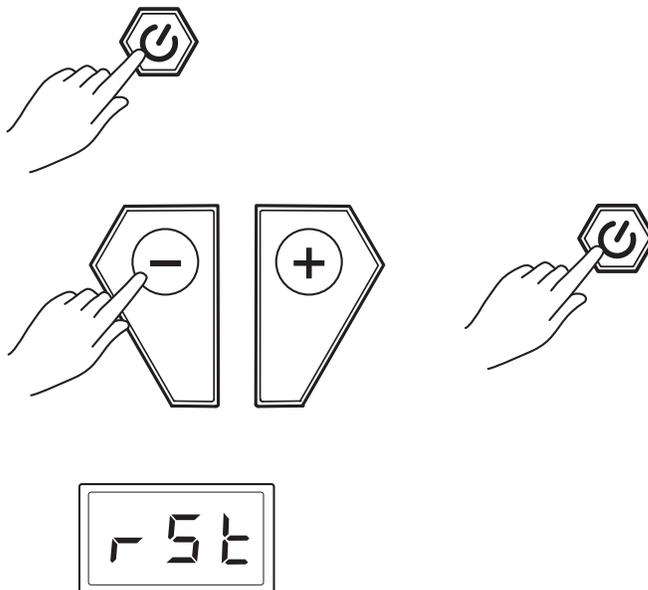
## Factory Reset

---

There may be occasions where you want the module to return to the factory settings. This function will return the module back to factory setup.

### To Reset the Module to Factory Setup

1. Power off the module
2. Press and hold the [-] / [+] buttons while simultaneously pressing and holding the power button.



# DRUM KIT PRESETS

## Preset Drum Kit List

---

Kit #	Kit Name
Kit 1	Maple
Kit 2	Funk 1
Kit 3	Studio
Kit 4	Hip Hop
Kit 5	Metal
Kit 6	Simmons
Kit 7	Jazz
Kit 8	Latin Percussion
Kit 9	LA Funk Rock
Kit 10	Techno
Kit 11	User Kit

## Song Style List

---

Style #	Style Name
d-1	Demo Song
01	Bonz Beat
02	Blues Beat
03	Black Magic
04	Alt Rock
05	Funky Strut
06	Hip Hop
07	Funky D
08	Tech Step
09	Metalhead
10	Jazz Walk

# DRUM KIT PRESETS

## Drum Sound List

### KICK

BD\_Maple  
BD\_HeavyMetal  
BD\_Jazz  
BD\_LAFunkRock  
BD\_Metal  
BD\_MetalGuitar-Kick  
BD\_Studio  
BD\_Thickick  
BD\_Vintage  
EDRM\_BD-HipHopcp1  
EDRM\_BD-Techno1Cp  
EDRM\_BD808Kick  
BD\_Banzai\_Kick  
BD\_WahKick  
BD\_PunchKick

### SNARE

SD\_Aluminum\_Center  
SD\_Aluminum\_CS  
SD\_Aluminum\_RS  
SD\_BellBrass\_center  
SD\_BellBrass\_CS  
SD\_BellBrass\_RS  
SD\_Brass\_RS  
SD\_Brass-center  
SD\_Brass-CS  
SD\_BrushSnare-center  
SD\_BrushSnare-Rim  
SD\_DeepBrass-Center  
SD\_DeepBrass-CS  
SD\_DeepBrass-RS  
SD\_Funk1\_CenterA  
SD\_HeavyMetal  
SD\_LAFunkrock\_CenterA  
SD\_LAFunkrock\_CS  
SD\_LAFunkrock\_RS  
SD\_Maple\_CenterA  
SD\_Maple\_RS  
SD\_Metal-CenterA  
SD\_Metal-CS  
SD\_Metal-RS  
SD\_ShallowBrass-Center  
SD\_ShallowBrass-CS  
SD\_ShallowBrass-RS  
SD\_ShallowWood-CenterA  
SD\_ShallowWood-CS

SD\_ShallowWood-RS  
SD\_SteelSnare\_Center  
SD\_SteelSnare\_CS  
SD\_SteelSnare\_RS  
SD\_SteelSnare2-Center  
SD\_SteelSnare2-CS  
SD\_SteelSnare2-RS  
SD\_Studio\_CenterA  
SD\_Studio\_CS  
SD\_Studio\_RS  
SD\_Vintage  
EDRM\_SD-HipHopcp1  
EDRM\_SD-Techno1Cp  
SD\_SynthSnare  
SD\_LoFiSnare  
SD\_HipHopSnare

### TOM

TOM\_Brush-Hi  
TOM\_Brush-Lo  
TOM\_HeavyMetal-Hi  
TOM\_HeavyMetal-Low  
TOM\_HeavyMetal-Mid  
TOM\_LAFunk\_Hi  
TOM\_LAFunk\_Low  
TOM\_LAFunk\_Mid  
TOM\_Maple\_Hi  
TOM\_Maple\_Low  
TOM\_Maple\_Mid  
TOM\_Metal-Hi  
TOM\_Metal-Low  
TOM\_Metal-Mid  
TOM\_Studio\_Hi  
TOM\_Studio\_Low  
TOM\_Studio\_Mid  
TOM\_Vintage-Hi  
TOM\_Vintage-Low  
TOM\_Vintage-Mid  
EDRM\_Simmons\_Tom1Cp-Hi  
EDRM\_Simmons\_Tom1Cp-Low  
EDRM\_Simmons\_Tom1Cp-Mid  
EDRM\_Simmons\_Tom1Cp  
EDRM\_Tom-Techno1-Hi  
EDRM\_Tom-Techno1-Low  
EDRM\_Tom-Techno1-Mid  
EDRM\_Simmons\_Kick1Cp  
EDRM\_Simmons\_Snare1Cp

### CYMBALS

CYM\_China  
CYM\_Crash1  
CYM\_Crash2  
CYM\_Ride-MetalPingA  
CYM\_Ride1-Bella  
CYM\_Ride1-BowA-0  
CYM\_Ride1-BowA  
CYM\_Ride2-Bella  
CYM\_Ride2-Bow  
CYM\_Ride2-CrashEdge  
ECYM\_808Cymbal  
ECYM\_Ride-Simmons1  
ECYM\_Simmons\_Crash1cp  
ECYM\_Techno\_CrashChinaElec  
ECYM\_SimmonsRide

### HI HAT

CYM\_HH1-Closed-0  
CYM\_HH1-Closed-1  
CYM\_HH1-Foot-0  
CYM\_HH1-Foot-1  
CYM\_HH1-Open-0  
CYM\_HH1-Open-1  
CYM\_HH2-Closed  
CYM\_HH2-Foot  
CYM\_HH2-Open  
CYM\_HH3-Closed  
CYM\_HH3-Foot  
CYM\_HH3-Open  
ECYM\_HH-Foot  
ECYM\_HHClosed4  
ECYM\_HipHopHHClsd1  
ECYM\_HipHopHHOpen1  
ECYM\_SimmonsHHOpen03  
ECYM\_Techno\_ClsdHH2cp  
ECYM\_Techno\_OpenHH1Cp

### PERCUSSION

PERC\_Agogo-Large  
PERC\_Agogo-Small  
PERC\_Bongo-Large  
PERC\_Bongo-Small  
PERC\_Cabasa  
PERC\_Clave  
PERC\_Conga-Slap  
PERC\_Conga

PERC\_Cowbell\_Open  
PERC\_Cowbell-  
Mute2Open  
PERC\_Guiro  
PERC\_Marcas  
PERC\_Quica-Down  
PERC\_Quica-Hi\_tone  
PERC\_Shaker  
PERC\_Sleighbells  
PERC\_Small  
PERC\_Surdo  
PERC\_Tambourine-Slap  
PERC\_Timbale-Hi  
PERC\_Timbale  
PERC\_Triangle-Mute  
PERC\_Triangle-  
Mute2Open  
PERC\_Triangle-Open  
PERC\_Tumba-Open-Slap  
PERC\_Tumba-Slap  
PERC\_Tumba  
PERC\_Vibraslap  
PERC\_Whistle-Long  
PERC\_Whistle  
PERC\_Woodblock-Lo  
PERC\_Woodblock  
EPERC\_808claps  
EPERC\_808Conga  
EPERC\_808Cowbell  
EPERC\_BigClap  
EPERC\_Bleep  
EPERC\_FilterSnap  
EPERC\_Kling  
EPERC\_Ping  
EPERC\_Punch  
EPERC\_PsychoRainstick  
PERC\_BigDrum  
PERC\_CongaTumba  
BD\_ElectroKick  
EPERC\_DigitalChimes  
EPERC\_Bass-SlapPhrase3

### KEYBOARD SOUNDS

AC Bass  
Synth Bass 1  
Synth Bass 2  
Synth Bass 4

Synth Bass 3  
Synth Bass 5  
Slap Bass  
Strut Guitar  
Distorted Guitar  
Wah Wah  
Muted Stock  
Distorted Stock  
Crunch Guitar  
Acoustic Piano  
Ep1  
Horn Section  
Organ 1  
Organ 2  
Synth 1

### KITS

Maple  
Funk 1  
Studio  
Hip Hop  
Metal  
Simmons  
Jazz  
Latin Percussion  
LA Funk Rock  
Techno  
User Kit

# MIDI IMPLEMENTATION CHART

O: YES X: NO

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10CH	1-16	Memorized
	Changed	X	1-16 each	
Mode	Default	Mode 3	Mode 3	
	Messages	X	X	
	Altered	*****	X	
Note Number	True Voice	0-127	0-127	
		*****	0-127	
Velocity	Note ON	O (99H, V=1-127)	O (9nH, V=1-127)	
	Note OFF	O (89H, V=0)	O (8nH, V=0) or 8nH	
Aftertouch		X	X	
Pitch Blend		X	O	
Control Change	0, 32	X	O	Bank Select
	1	X	O	Modulation
	5	X	O	Portamento Time
	6	X	O	Data Entry
	7	X	O	Volume
	10	X	O	Pan
	11	X	O	Expression
	64	X	O	Sustain
	65	X	O	Portamento
	66	X	O	Sostenuto
	67	X	O	Soft Pedal
	80, 81	X	O	DSP TYPE
	91, 93	X	O	DSP DEPTH
	100, 101	X	O (*1)	RPN LSB, MSB
	121	X	O	Reset all Controllers
Program Change		O 0-10	O 0-127	
	True member		0-127	
System Exclusive		X	X	
System Common	:Song Position	X	X	
	:Song Select	X	X	
	:Tune	X	X	
System Real Time	:Clock	X	X	
	:Commands	X	X	
Aux Messages	:Local ON/OFF	X	X	All Notes OFF is sent as All Sound OFF (CC# 120)
	:All Notes OFF	X	O	
	:Active Sense	X	X	
	:Reset	X	O	

\*1: Registered parameter number: #0: Pitch sensitivity, #1: Fine tuning, #2: Coarse tuning

Model 1: OMNI ON, POLY  
 Mode 2: OMNI ON, MONO  
 Mode 3: OMNI OFF, POLY  
 Mode 4: OMNI OFF, MONO

# SPECIFICATIONS

<b>Pads</b>	4 mesh drums and 3 rubber cymbals with touch response and two pedals for bass drum and hi-hat
<b>Sounds</b>	170 drum voices
<b>Drum Kits</b>	10 Preset kits, 1 User kit
<b>Songs</b>	10 Preset songs, 1 User song
<b>Overall Controls</b>	Tempo, Main Volume
<b>Metronome</b>	Voice, Click or Light
<b>Connections</b>	9V adapter, head phones, USB to host (MIDI IN/OUT), aux input, stereo out, serial pin connector
<b>Dimensions</b>	37" (H) x 27" (W) x 10" (L)
<b>Weight</b>	37 lbs
<b>Power Supply</b>	9V adapter
<b>Accessories</b>	Drum sticks, drum key, velcro cable straps, user manual

# WARRANTY

## Two (2) Year Limited Warranty

Subject to the limitations set forth below, Simmons hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for two (2) years to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Simmons  
P.O. Box 5111  
Thousand Oaks, CA 91359-5111

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Made in China  
1704-17201141

## FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a different circuit.
- Consult an experienced radio/TV technician for help.