



SD5K

DIGITAL DRUM KIT

USER MANUAL



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 circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

CONGRATULATIONS!

... on your purchase of the Simmons SD5K Electronic Drum Kit. To get the most enjoyment from it, we recommend that you skim through this manual at least once, then refer back to it often to learn more about specific functions.

Taking Care of Your Digital Drum Set

Location

- To avoid deformation, discoloration, or more serious damage, do not expose the unit to direct sunlight, high temperature sources, and excessive humidity.

Power Supply

- Turn the power switch **OFF** when the SD5K is not in use.
- The AC adapter should be unplugged from the AC outlet if the SD5K is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an AC outlet that is also powering a high-consumption appliance such as electric heaters or televisions. Also avoid using multi plug adapters since these can reduce sound quality, cause operation errors and possibly damage.
- To avoid damage, turn **OFF** the SD5K's power switch and all related devices prior to connecting or disconnecting cables.

Handling and Transport

- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cable.
- Disconnect all cables before moving the module.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

Cleaning

- Clean the module with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- To avoid discoloration, do not place vinyl objects on top of module.

Electrical Interference

- The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SD5K further away from the affected equipment.

Service and Modification

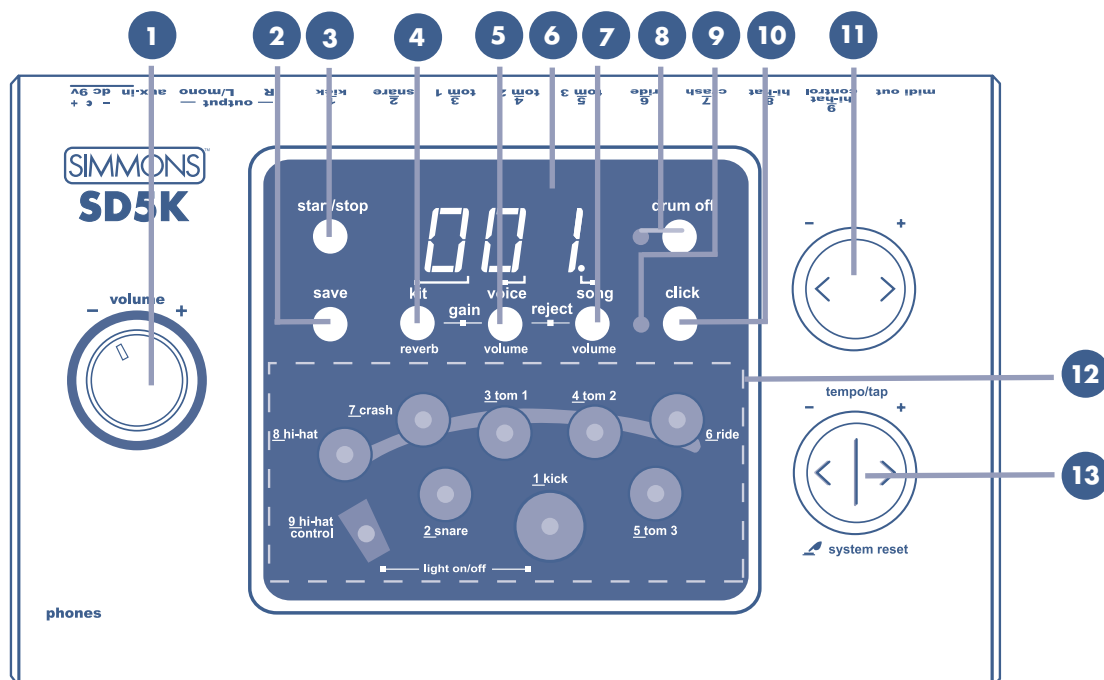
- There are no user serviceable parts in the drum module.
- Do not attempt to open the drum module or make any change in the circuits or parts of the unit. This would void the warranty.

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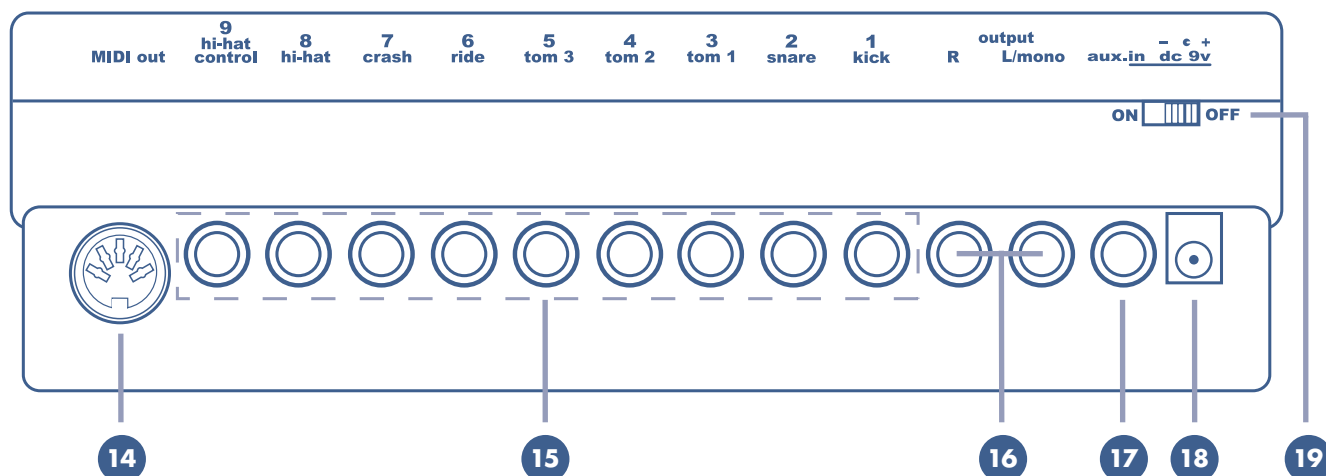
MODULE CONTROLS

FRONT PANEL



- 1 Volume Knob**
Controls headphones and line output volume.
- 2 [save] Button**
Saves User Kit settings.
- 3 [start / stop] Button**
Starts and stops the selected song.
- 4 [kit / reverb] Button**
Displays the drum kit number or reverb setting.
- 5 [voice / volume] Button**
Displays the voice number, volume value, or pitch value.
- 6 3 Digit LED Display**
Displays the parameters of current menu mode.
- 7 [song / volume] Button**
Displays the song number or accompaniment volume value.
- 8 [drum off] Button and Indicator**
Turns on and turns off the song's drum track.
- 9 Beat Indicator**
Displays metronome or song beat.
- 10 [click] Button**
Turns metronome on and off.
- 11 [+] and [-] Buttons**
Changes the value of the selected parameter.
- 12 Pad Select Buttons and Indicators**
In Voice Mode, it selects and displays current pad.
In Song Mode, it displays which pads are being triggered by the Drum Track.
- 13 [tempo - / +] and [tap] Buttons**
Changes current tempo.

REAR PANEL



14 MIDI Out Jack

Connection for an external sound module.

15 Trigger Input Jacks

Connections for pads, cymbals, hi-hat control, kick trigger.

16 Output Jacks (R, L/mono)

Connection for an amplifier or audio system. For single output use the L/mono jack.

17 Aux.in Jack

TRS connection for an external sound source.

18 Power Supply Jack (DC 9V)

Connects AC adapter.

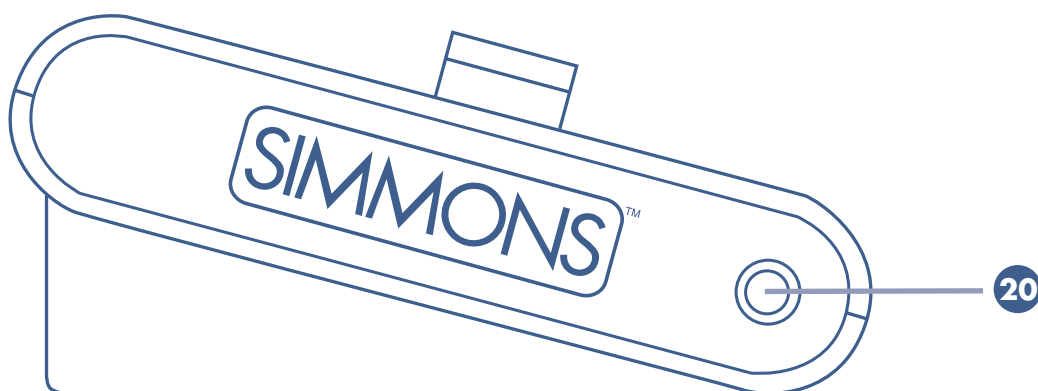
19 Power Switch

Turns power on/off.

SIDE PANEL

20 Phones Jack

Connection for stereo headphones. (Connecting headphones will not mute output jacks.)



CONNECTIONS

PADS AND PEDALS

CAUTION!

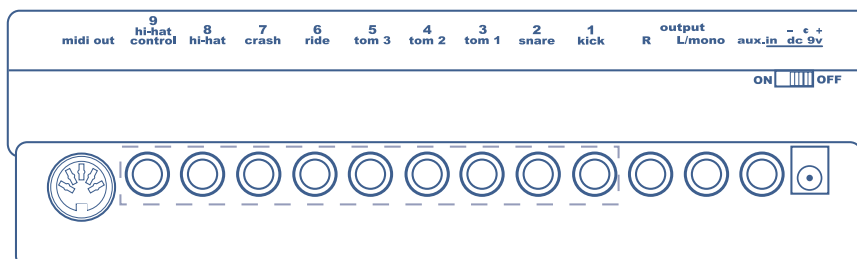
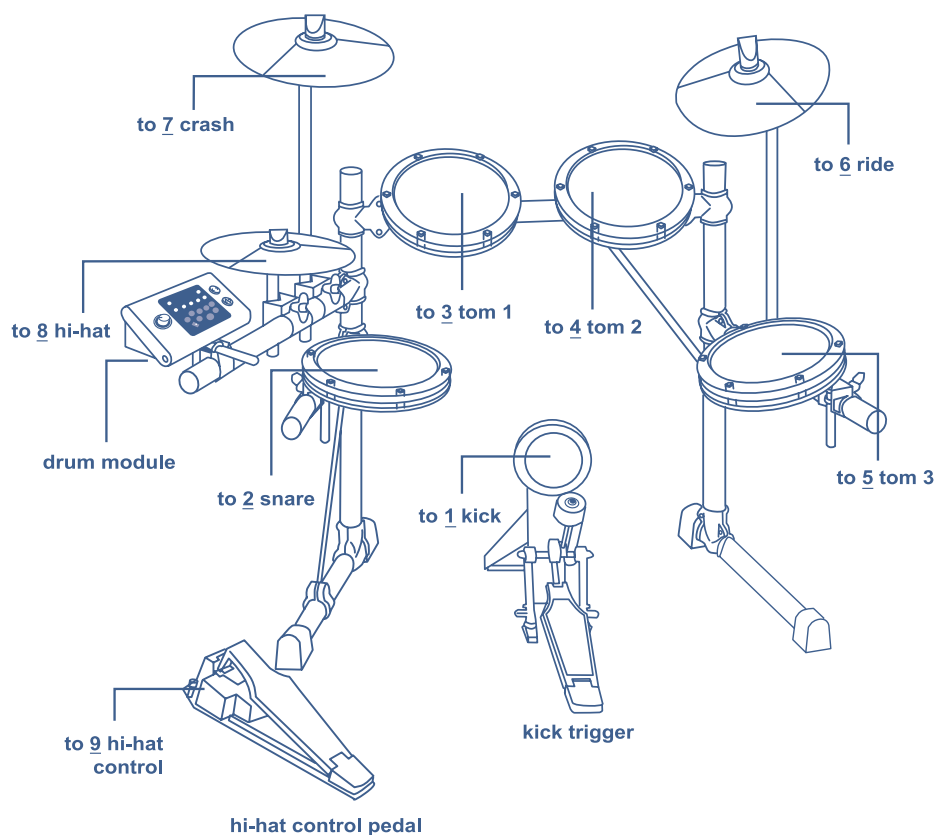
To avoid damage, turn OFF the SD5K's power switch and all related devices prior to connecting or disconnecting cables.

Pads and Pedal:

Using the provided cables, connect each pad to its corresponding trigger input jack.

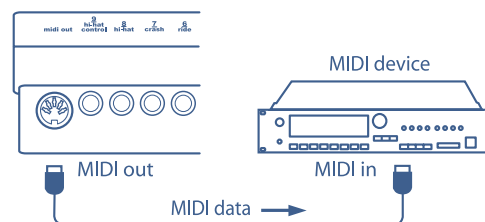
NOTE:

1. Similar to an acoustic drum kit, the hi-hat pad functions as a "closed hi-hat" when the pedal is stepped on. When the pedal is released, it functions as an "open hi-hat."
2. The trigger area of a cymbal pad (ride, crash or hi-hat) is near the edge of the pad.



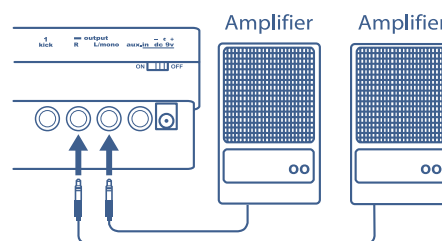
MIDI DEVICE

1. Use a **MIDI** cable to connect the **MIDI OUT** jack on the drum module to the **MIDI IN** jack on an external **MIDI** device.
2. The module will output all the **MIDI** codes generated by pads and pedal via the **MIDI** output connector. Metronome click and song **MIDI** data are excluded.



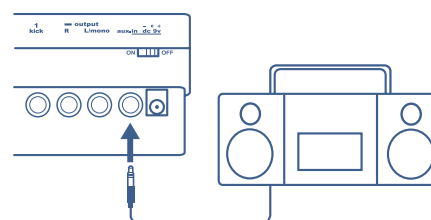
AUDIO EQUIPMENT

1. When using an amplifier, connect the Output **L/MONO** and **R** jacks on the rear panel to the input of the amplifier. (For mono playback, use the **L/MONO** jack; for stereo playback, connect both **L/MONO** and **R** jacks.)
2. The volume is adjusted with the **VOLUME** knob.



CD PLAYER

1. Connect the audio output of a CD player or other audio source to the stereo **AUX IN** TRS jack on the rear panel.
2. The signal can be mixed with the drum signal, allowing you to play along.

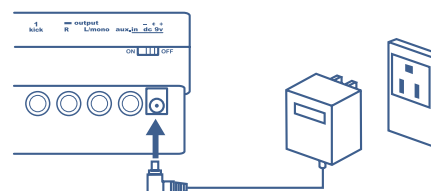


POWER SUPPLY JACK

Make sure the power is switched **OFF**.
Connect the power adapter to the **DC IN** jack on the rear panel.

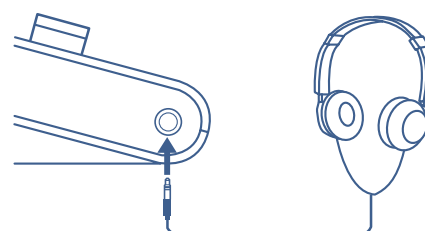
NOTE:

1. To protect speakers, amplifiers and drum module from damage, rotate volume knob to minimum volume level before switching power **ON**.
2. Make sure the power is switched **OFF** when connecting drum module with external devices.



HEADPHONES

An optional set of stereo headphones can be connected to the **PHONES** jack located on the side of the drum module.

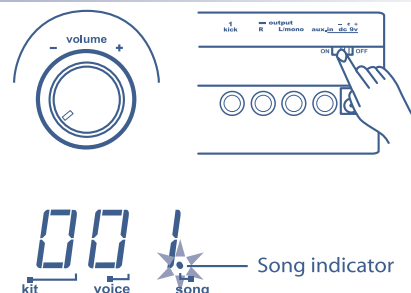


FUNCTIONS

POWER SWITCH

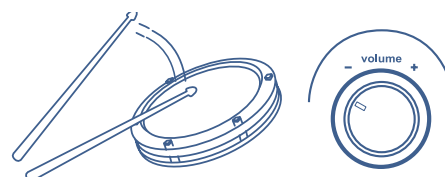
After confirming that all connections have been completed, rotate the volume knob to the left (minimum volume level) before switching the power on.

Set the power switch to "ON" position. The song indicator lights up and the display will show song number 001.



MAIN VOLUME

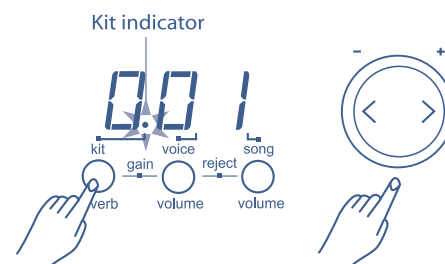
While hitting a pad, gradually rotate the volume knob until a comfortable volume level is reached.



SELECTING A DRUM KIT

The unit comes with 22 (001-022) preset drum kits and 10 user kits (023-032). (Reference kit list: page 15.)

1. Press **[kit]** button
The Kit indicator lights up and the display will show the current kit number.
2. Press **[+]** or **[-]** buttons to select the drum kit number (001–032) you want to use.

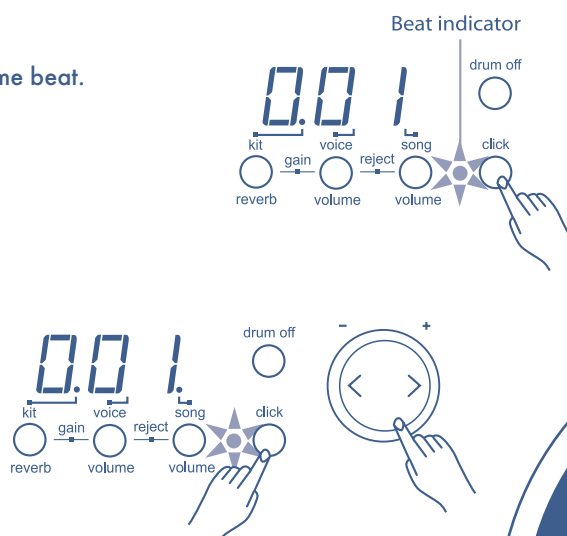


METRONOME

1. Press the **[click]** button to start the metronome.
The beat indicator flashes and the click sound will play.
2. Press the **[tempo +]** or **[tempo -]** buttons to set the metronome beat.
3. Press the **[click]** button again to stop the metronome.

Adjust the volume of the click sound by holding down the **[click]** button and press the **[+]** or **[-]** buttons to adjust the volume of the click sound; the metronome will automatically play. To cancel metronome, press **[click]** again.

Click sound volume will be reset to default on next power-up.



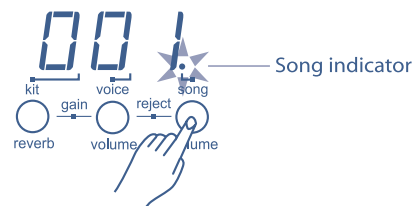
PLAYING A SONG

SELECTING

The module contains 48 preset songs.

NOTE: The preset song setting is 001 when you power up.

1. Press **[song/volume]** button.
The song indicator lights up and the current song number will appear.
2. Press **[+]** or **[-]** buttons to select song. Song numbers 001-048 are preset songs. (Reference song list is on page 15.)



LISTENING

1. Press **[start/stop]** button. The beat indicator will flash at the song tempo.
After count-in, the song will start playback from the beginning.

2. The song will stop when it reaches the end. You can stop the song during playback by pressing the **[start/stop]** button.

The click indicator flashes at the first beat of each measure.

The pad indicator will show which pad the drum track is triggering.

Note: The pad indicators can be turned off by pressing both **[hi-hat]** control and **[kick]** buttons at the same time.



SONG VOLUME

1. Press the **[song / volume]** button to select song volume.
Display will show: "AXX" (XX = level value, 00 to 31)
2. Press **[+]** or **[-]** buttons to adjust the volume of song accompaniment.



SONG TEMPO

1. Press the **[tempo +]** or **[tempo -]** buttons. Display will show the current tempo value.
2. Press the **[tempo +]** or **[tempo -]** buttons to increase or decrease the tempo.
(tempo value in the range of 30 to 280)

Holding down the **[tempo +]** or **[tempo -]** button for faster tempo change.
Press **[tempo +]** and **[tempo -]** buttons at the same time to reset the tempo to default value.



NOTE:

About 2 seconds after you stop pressing the **[Tempo]** button, the display changes to show your selected song, voice or kit number instead of tempo value.

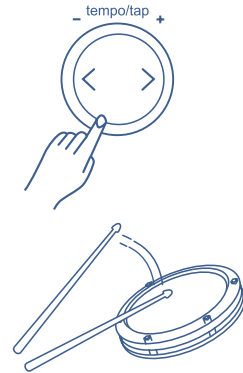
TAP TEMPO FUNCTION

This function allows you to set the song's tempo by tapping in the tempo on any pad.

1. Press the **[tempo/tap]** button. Display shows the current tempo value.
2. Tap on the pad to match the tempo you want. Tap on the pad 4 times. Only the last two beats will be detected and will set your desired tempo.
3. The song will start playing at the tempo you set. When the song is playing, you cannot change the tempo with this tap tempo function. However, you can still use the **[tempo -]** or **[tempo +]** buttons to adjust the tempo.

NOTE:

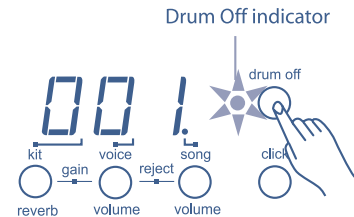
Any pad can do the tap tempo function. If there is no valid tap input, display will quit to the previous menu after 2 seconds.



MUTING THE DRUM PART

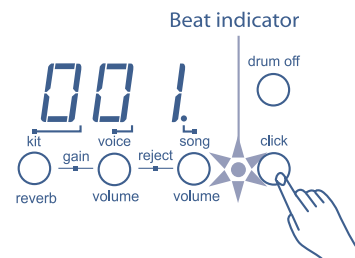
1. Press **[drum off]** button. The Drum Off indicator lights up. The drum mute function is active.
2. Press **[start/stop]** button to playback the song. The drum part in the song will be muted.
3. To cancel the drum mute function, press the **[drum off]** button again. The Drum Off indicator light turns off.

The drum mute function can be used during song playback.



PLAYING WITH A CLICK

1. Press the **[click]** button to start the metronome. Pressing song **[start/stop]** while metronome is playing will cause the metronome to revert to the first beat of the count-in.
2. Press the **[click]** button again to stop the metronome. It will not stop automatically.

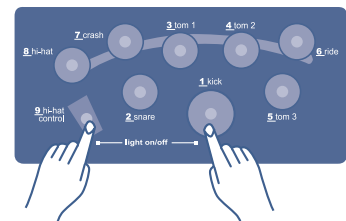


LIGHTING GUIDE FUNCTION

The lighting guide function shows you how to play each song.

1. Select the song number you want to practice.
2. Press the **[drum off]** button.
3. Press the **[start/stop]** button to start song play.
4. Play drums, following the illuminated pads.

During song playing, you can change the Tempo. Press the **[hi-hat control]** + **[kick]** buttons to turn off all the pad indicators. Press the **[hi-hat control]** + **[kick]** buttons again to turn on all the pad indicators.

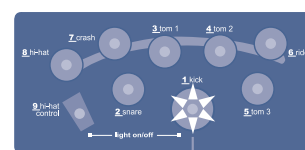


CREATING A USER DRUM KIT

SETTING A DRUM VOICE

The unit comes with 237 high quality percussion sounds that you can assign to any of the 4 drum pads, 3 cymbals, hi-hat control and kick pad. Use them to create your own custom drum kit. (Reference voice list: page 14) Kit numbers 023–032 are reserved for saving your own drum kit.

1. Press the **[voice]** button. The voice indicator lights up and the display shows the voice number of the last pad played.
2. Press the **[pad]** button or hit the pad you want to set. The pad indicator lights up and the display shows the current voice number of the selected pad.
3. Press **[+]** or **[-]** buttons to select the voice number you want to assign.
4. Repeat steps 2 and 3 to set the voice for other pads.

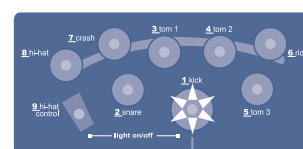


Pad indicator

ADJUSTING PAD VOLUME

This function allows you to adjust the volume level of each voice in the kit.

1. Press the **[voice/volume]** button to select the volume level setting until the display shows: "LXX". (XX = level value, 00 to 31) The pad button indicator lights up and the display will show the current volume level of the selected pad.
3. Press the **[PAD]** button or hit the pad you want to adjust.
4. Press the **[+]** or **[-]** buttons to increase or decrease the pad volume.
5. Repeat steps 3 and 4 to adjust the volume of other pad voices.



Pad indicator

ADJUSTING PAD TUNING

This function allows you to set the pitch of each drum pad voice.

1. Press the **[voice/volume]** button to select the pitch until the setting display shows: "P XX". (XX = value, 00 to 15, original pitch is P08.) The pad button indicator lights up, and the display shows the current pitch setting of the selected pad.
2. Press the **[PAD]** button or hit the pad you want to adjust.
3. Press the **[+]** or **[-]** buttons to set the pitch you want.
4. Repeat steps 2 and 3 to set the pitch of other pad voices.

NOTE:

Press the **[+]** and **[-]** buttons at the same time to reset pitch to its default value (P08).



SAVING DRUM KIT VOICES

Make sure you save your customized kit; otherwise, your drum kit will be erased when you turn off the unit or change kit selection.

1. Press **[save]** button. Kit number 023 will flash.
2. Press **[+]** or **[-]** buttons to set the kit number (023-032) for saving your drum kit.
3. Press **[save]** button again.

NOTE:

To cancel the save operation, press the **[voice]** button.



PARAMETERS

PAD SENSITIVITY

You can adjust the sensitivity (gain) of the inputs from pads.

1. Hold down **[kit/reverb]** and press **[voice / volume]** buttons. Display shows: "EXX", the pad sensitivity value is indicated. (XX=gain level value, 00 to 15)
2. Press **[pad]** button or hit the pad you want to set. The pad indicator will light up.
3. Press **[+]** or **[-]** buttons to adjust the sensitivity of pads. (Range: 00 -15) Large values will produce high sensitivity even if the pad is hit softly. Lower values will produce low sensitivity even if the pad is hit forcefully.
4. Repeat steps 2 and 3 to set the voice for another pad.

NOTE:

1. After adjusting the sensitivity value, you can save them into memory. In the sensitivity mode, press the **[save]** button. You will then be returned to the previous display.
2. If the drum remains untouched for 10 seconds, the LED will return to the previous display.
3. If you turn off the power without saving, you will lose the changes you have just made.
4. This parameter affects all kits.



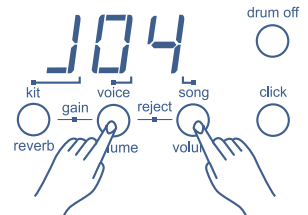
PAD REJECTION

Prevents crosstalk caused by pads or drums connected to other inputs. It sets a "gate" under which other pads cannot mis-trigger neighboring ones.

1. Hold down **[voice/volume]** and press **[song/volume]** buttons. Display shows: "JXX", the rejection value is indicated. (XX=rejection level value, 00 to 15)
2. Press **[pad]** button or hit the pad you want to set. The pad indicator lights up.
3. Press **[+]** or **[-]** buttons to adjust the rejection of pads. Range : 00 – 15
4. Repeat steps 2 and 3 to set the voice for another pad.

NOTE:

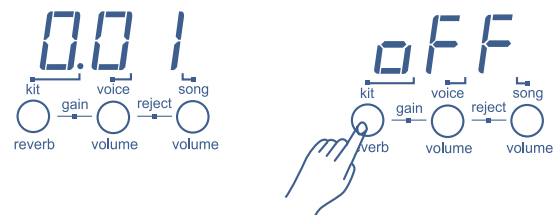
1. After adjusting the rejection value, you can save them into memory. In the rejection mode, press the **[save]** button. You will then be returned to the previous display.
2. If the drum remains untouched for 10 seconds, the LED will return to the previous display.
3. If you turn off the power without saving, you will lose the changes you have just made.
4. This parameter affects all kits.



REVERB

This function sets the reverb effect of the drum.

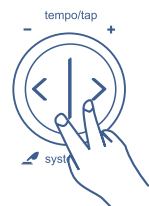
1. In "kit mode," press the **[kit]** button again. The display will show the current reverb setting.
2. Press **[+]** or **[-]** buttons to turn on or turn off the reverb.



FACTORY SETTINGS

This feature resets the drum module to its original factory presets.

1. Turn the power off.
2. Turn on the power while holding the **[tempo -]** and **[tempo +]** buttons.



SPECIFICATIONS

Drum Pad:	4 drum pads, 3 cymbal pads, 1 hi-hat control pedal, 1 kick pad
Voices:	237 voices
Drum kits:	22 preset kits, 10 user kits
Song presets:	48
Controls:	POWER SWITCH, START/STOP, SAVE, KIT/REVERB, VOICE/VOLUME, SONG/VOLUME, DRUM OFF, CLICK, HI-HAT, CRASH, RIDE, HI-HAT CONTROL, SNARE, TOM 1, TOM 2, TOM3, KICK, VOLUME, + / - , TEMPO + / - , TAP
Display:	LED display
Connections:	MIDI OUT Hi-hat control Hi-hat Crash Ride Snare Tom 1 Tom 2 Tom 3 Kick Output (R & L/MONO) Aux in (Stereo TRS)
Power Supply:	AC adapter (DC 9V)

#	Name
Acoustic Bass Drum	
001	Room BD
002	Tight BD
003	Loose BD
004	Reso BD
005	Small BD
006	Muffled BD
007	Pop BD
008	Jazz BD
009	Pillow BD
010	Gated BD
011	90's BD
012	Metal BD
013	Rock BD
014	Orchestra BD
015	BigDrum
016	BigDrum Roll
Electronic Bass Drum	
017	Hi-Hop BD
018	TR BD
019	Pulse BD
020	Techno BD
021	Space BD
022	Filter BD
023	Reverse BD
024	SDS Thump BD
025	SDS 80's BD
026	SDS E-Thump BD
027	SDS Bright BD
Acoustic Snare Drum	
028	Standard SD
029	Tight SD
030	Rock SD
031	Crack SD
032	Muffled SD
033	Birch SD 1
034	Birch SD 2
035	Wood SD 1
036	Piccolo SD 1
037	Wood SD 2
038	Maple SD
039	Gated SD
040	Studio SD 1
041	Studio SD 2
042	Birch SD 3
043	Crackless SD 1
044	Power SD 1
045	Crackless SD 3
046	Power SD 2
047	Huge SD
048	Crackless SD 2
049	Snappy SD
050	Vinyl SD
051	Deep Gate SD
052	Metal SD 1
053	Metal SD 2
054	Metal SD 3
055	SideStick 1
056	SideStick 2
057	Tight Wood SD

#	Name
Brush Snare Drum	
058	Brush Roll SD
059	Hard Brush SD
060	Hit Brush SD
061	Short Brush SD
062	Soft Brush Roll SD
063	Soft Brush SD 1
064	Muffled Brush
065	Soft Brush SD 2
Row Drum	
066	Row Drum 1
067	Row Drum 2
068	Row Drum 3
Electronic Snare Drum	
069	Short TR SD 1
070	Long TR SD 1
071	Long TR SD 2
072	TR RimShot
073	Bright E-SD
074	Gated E-SD
075	Reverse Snare
076	Tight E-SD
077	Analog Clap
078	Analog Brush
079	Short TR SD 2
080	Elect Brush Hit
081	Elect Brush SD
082	SDS 80's SD
083	SDS E-SD
084	SDS Bend SD
085	SDS Thump SD
086	SDS Clap
Acoustic Tom	
087	Standard Tom 1
088	Standard Tom 2
089	Standard Tom 3
090	Standard Tom 4
091	Jazz Tom 1
092	Jazz Tom 2
093	Jazz Tom 3
094	Jazz Tom 4
095	Brush Tom 1
096	Brush Tom 2
097	Brush Tom 3
098	Brush Tom 4
099	Rods Tom 1
100	Rods Tom 2
101	Rods Tom 3
102	Rods Tom 4
103	Power Tom 1
104	Power Tom 2
105	Power Tom 3
106	Power Tom 4
107	Huge Tom 1
108	Huge Tom 2
Electronic Tom	
109	TR Tom 1
110	TR Tom 2
111	TR Tom 3
112	TR Tom 4
113	TR Tom 5
114	TR Tom 6

#	Name
115	Detune Tom 1
116	Detune Tom 2
117	Detune Tom 3
118	Elect Tom 1
119	Elect Tom 2
120	Elect Tom 3
121	Elect Tom 4
122	SDS Classic A Tom 1
123	SDS Classic A Tom 2
124	SDS Classic A Tom 3
125	SDS Classic B Tom 1
126	SDS Classic B Tom 2
127	SDS Classic B Tom 3
128	SDS Classic C Tom 1
129	SDS Classic C Tom 2
130	SDS Classic C Tom 3
131	SDS Short Tom 1
132	SDS Short Tom 2
133	SDS Short Tom 3
134	SDS Pitch Bend
Cymbal	
135	20" Standard Crash
136	18" Bright Crash
137	16" Bright Crash
138	18" Dark Crash
139	16" Dark Crash
140	Splash 1
141	Splash 2
142	Reverse Cymbal
143	Crescendo Roll
144	20" Dark Crash
145	Bell Ride
146	Soft Ride
147	Rivet Ride
148	Small Splash
149	Cymbals 1
150	Cymbals 2
151	Gong 1
152	Gong 2
153	Hand China 1
154	Hand China 2
155	Plates
156	Short Plates
157	Small Gong
Hi-Hat	
158	Standard Closed HH
159	Analog Closed HH
160	TR Closed HH
161	Mid-open HH
162	Dark Closed HH 1
163	Dark Closed HH 2
164	Open HH
165	Long Open HH
166	Bright Open HH
167	Open HH 1
168	Open HH 2
169	Standard Open HH
170	HH Pedal 1
171	HH Pedal 2
172	TR open HH

#	Name
Percussion	
173	Agogo Low
174	Agogo High
175	Bell Tree
176	Bongo High
177	Bongo Low
178	Shaker
179	Cabasa
180	Castanets
181	Hand Clap
182	Claves 1
183	Claves 2
184	

DRUM KIT LIST

#	Name	#	Name	#	Name
Factory Preset Kits		Factory Preset Kits		User Programmable Kits	
1	Standard 1	12	Percussion 1	23	(Electronic 5)
2	Standard 2	13	Percussion 2	24	(Electronic 6)
3	Room 1	14	Dance 1	25	(Standard 1)
4	Room Stick	15	Dance 2	26	(Standard 2)
5	Rhythm & Blues	16	Orchestral	27	(Dance 1)
6	Jazz	17	Jungle	28	(Jazz Stick)
7	Jazz Stick	18	Electric	29	(Room 1)
8	Brush	19	Electronic 1	30	(Electric)
9	Brush 2	20	Electronic 2	31	(Brush)
10	Latin 1	21	Electronic 3	32	(Room Stick)
11	Latin Stick	22	Electronic 4		

SONG LIST

#	Name	Beat	Tempo	#	Name	Beat	Tempo
001	Guitar Funk	4/4	105	025	Beguine	4/4	100
002	Fusion 1	4/4	100	026	Reggae	4/4	78
003	Folk Pop	4/4	100	027	Shuffle	4/4	115
004	Rock 1	4/4	156	028	Slow R & B 2	4/4	65
005	Blues	4/4	88	029	Rock N'Roll 1	4/4	160
006	Newage	4/4	98	030	8Beat 1	4/4	90
007	Organ Funk	4/4	90	031	8Beat 2	4/4	116
008	Drum & Bass	4/4	156	032	16Beat	4/4	75
009	Pop 8 Beat	4/4	86	033	March	4/4	116
010	Dance	4/4	142	034	Bossanova	4/4	138
011	Slow Rock 1	4/4	70	035	Slow Funk	4/4	80
012	Slow Pop 1	4/4	120	036	Fusion 2	4/4	110
013	Rock Pop 1	4/4	120	037	Rock N'Roll 2	4/4	150
014	Blues Ballad	4/4	62	038	Hard Rock	4/4	163
015	Slow R & B 1	6/8	70	039	Rock Pop 3	4/4	100
016	Slow Pop 2	4/4	80	040	Funk 1	4/4	90
017	Jazz Ballad	4/4	100	041	Funk 2	4/4	172
018	Pop Ballad	4/4	110	042	Jazz	6/8	150
019	Guitar Ballad	4/4	130	043	Disco	4/4	140
020	Slow Ballad	4/4	100	044	House	4/4	130
021	Waltz	3/4	100	045	Mambo	4/4	180
022	Slow Rock 2	6/8	112	046	R & B 1	4/4	130
023	Rock Pop 2	4/4	120	047	R & B 2	4/4	98
024	Slow Latin	4/4	100	048	Pop Dance	4/4	88

MIDI IMPLEMENTATION CHART

Function		Transmitted	Remarks
Basic Channel	Default Changed	10 ch X	
Mode	Default Messages Altered	X X *****	
Note Number:	True voice	0-127 *****	
Velocity	Note on Note off	0 9nH, V= 1-127 X (9nH.V=0)	
After Touch	Key's Channel's	X X	
Pitch Bend		X	
Control Change	0 1 5 6 7 10 11 64 65 66 67 80 81 91 93 120 121 123	X X X X X X X X X X X X X X X X X X	Bank Select Modulation Portamento Time Data Entry Volume Pan Expression Sustain Pedal Portamento ON/OFF Sostenuto Pedal Soft Pedal Reverb Program Chorus Program Reverb Level Chorus Level All Sound OFF Reset All Controller All Notes OFF
Program Change:	True #	X X	
System Common	Exclusive : Song Position : Song Select : Tune	X X X X	
System Real Time	: Clock : Commands	X X	
Aux Messages	: Local ON/OFF : All Notes OFF : Active Sense : Reset	X X X X	

0: YES
X: NO

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