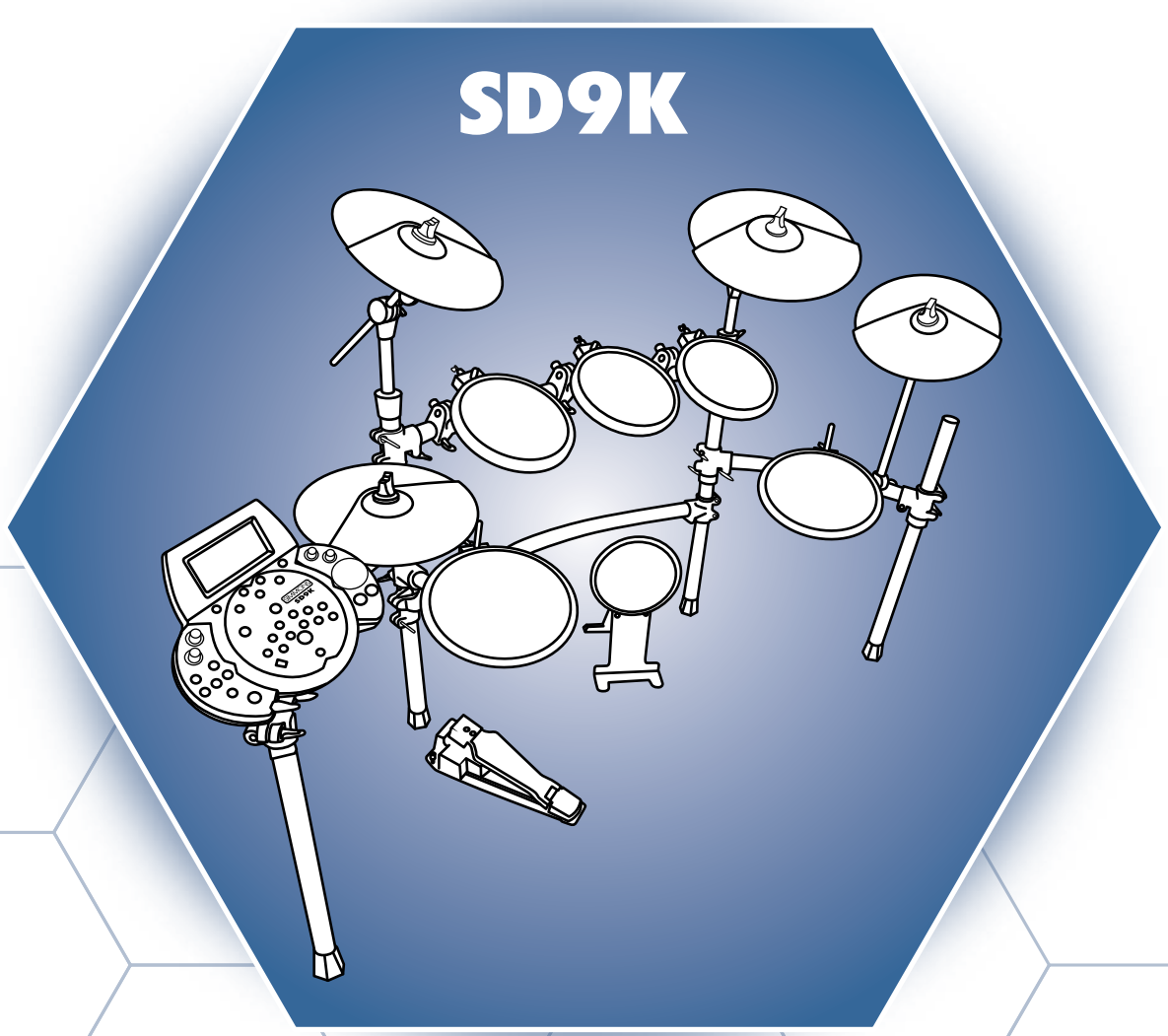
SIMMONS®

The First Name in Electronic Drums.

SD9K



Electronic Drum Kit

USER MANUAL

www.simmonsdrums.net

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.

CONGRATULATIONS!

Thank you for purchasing the Simmons SD9K Digital Drum Kit. We recommend that you take a quick look through this manual so you can enjoy all of the amazing features the SD9K has to offer.

TAKING CARE OF YOUR DIGITAL DRUM KIT

Location

- Keep the drum kit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

Power Supply

- Turn the power switch OFF when the SD9K is not in use.
- The AC adapter should be unplugged if the SD9K is not used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that also powers high-consumption appliances, such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors, and result in possible damage.
- To avoid damaging the unit, turn the SD9K and all related devices off 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 cables.
- 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 paint thinner.
- To avoid discoloration, do not place vinyl objects on top of the module.

Electrical Interference

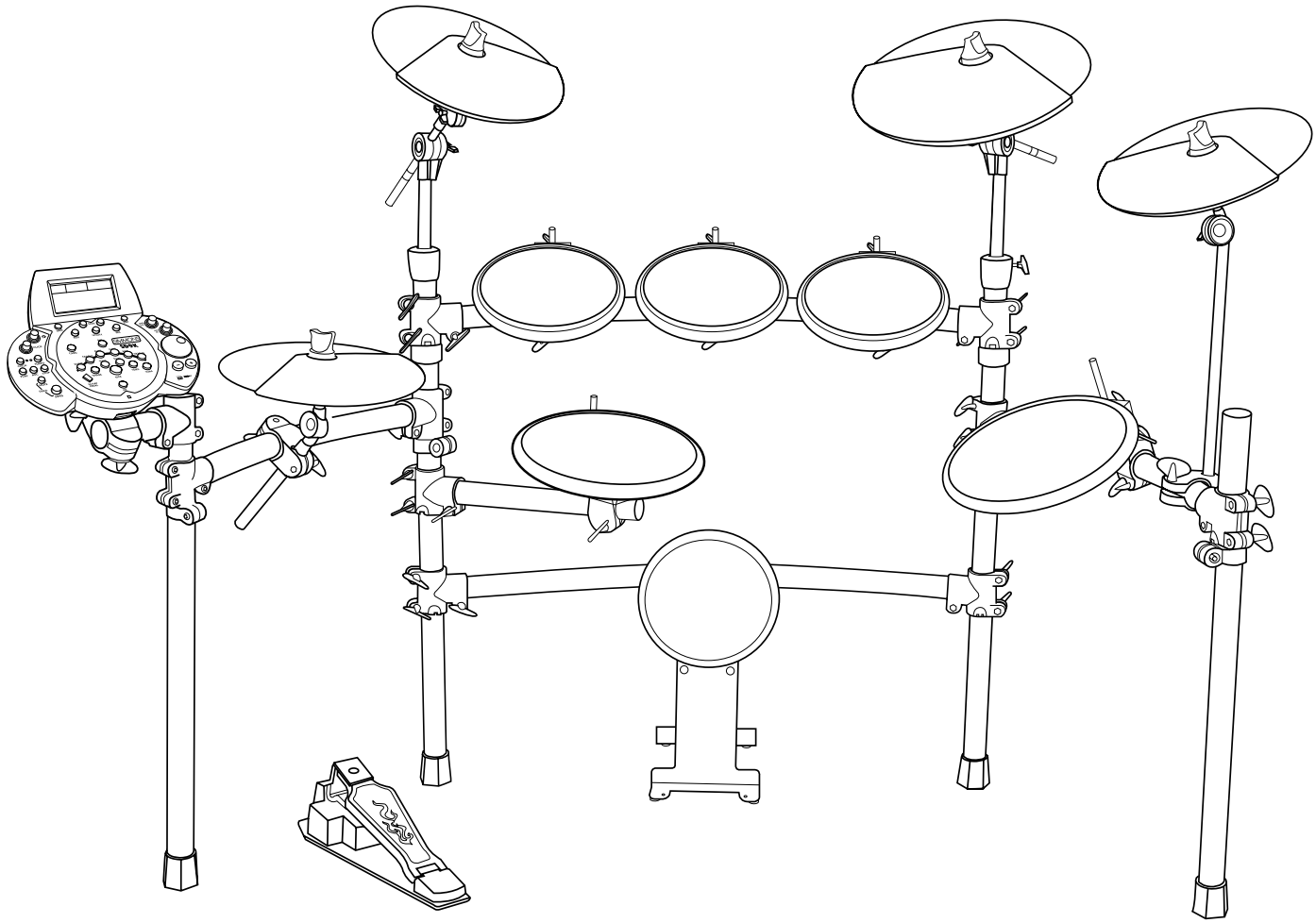
- The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SK9K further away from the affected equipment.

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 will void the warranty.

SD9K SETUP

Set up your SD9K kit following the included assembly instruction sheet.



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Sturdy 4-Legged Drum Rack with Mounting Hardware
Kick Pad
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9" Tom Pad (x3)
11" Floor Tom Pad
Dual-Zone Crash Pad with Choke (x2)
14" Dual-Zone Ride Pad with Choke
Dual-Zone Hi-Hat Pad with Choke
Hi-Hat Control Pedal

Drum Kits
100 Drum Kits: (40 Preset Kits + 59 User Kits + 1 External MIDI Kit)
General MIDI Kits: 12 GM Kits

Instruments
725 Drum Voices: (Drums, Percussion, SFX) + 19 Hi-Hat Combos
General MIDI Backing Voices: 128 GM Instruments
Maximum Polyphony: 64 Notes

Effect Types
Reverb/Delay
4-Band Master EQ

Sequencer
110 Preset Songs
100 User Songs
1 External MIDI Control Song
7 Song Parts (Drum, Percussion, Part 1-Part 5)
Play Modes: One Shot, Loop
Tempo: 30-280
Resoution: 192 ticks per quarter note
Maximum Storage Function: 12,000 Notes
Metronome Function
Track Mute Function

SD Card Reader
Save/Load Kits, Songs and User Settings
Play Standard MIDI Files (up to 16 channels)
Update Operating Firmware

MIDI and USB Ports
Trigger External Drum Sound Generator (sound module, computer software)
Use the SD9K as a 16-channel General MIDI sound module for MIDI sequencing

OPERATION

The SD9K has two main modes of operation: KIT and SONG.
Each mode has three sub-modes (sub-menus): EDIT, MIX and UTILITY, plus a SAVE menu.

KIT mode:
In the main KIT mode, you can select a preset or user KIT to play from the pads.
In KIT / EDIT sub-mode, you can select the Voice for each pad, and adjust its Tuning (Pitch) and Decay.
In KIT / MIX sub-mode, you can adjust the Level, Pan and Reverb Level for each pad, as well as the Global Reverb Type and Equalization.
In KIT / UTILITY sub-mode, you can adjust the trigger response for each pad (Global for all kits), as well as Global MIDI settings.
In KIT / SAVE menu, you can save the current Kit into User Kit memory.

SONG mode:
In the main SONG mode, you can select a preset or user SONG to play along to.
In SONG / EDIT sub-mode, you can select the Voice for each part of the Song, as well as the Song's Tempo and PLAY mode.
In SONG / MIX sub-mode, you can adjust the Level, Pan, and Reverb Level for each part of the Song, as well as the Global Accompaniment level.
In SONG / UTILITY sub-mode, you can create a New Song, erase an existing Song or part of a song, as well as adjust the Global MIDI settings.
In Song / SAVE menu, you can save the current Song into a User Song memory.

SONG mode has one additional sub-mode: **RECORD**
In SONG / RECORD mode, you can record your performance playing the pads, or any additional parts using a MIDI keyboard.

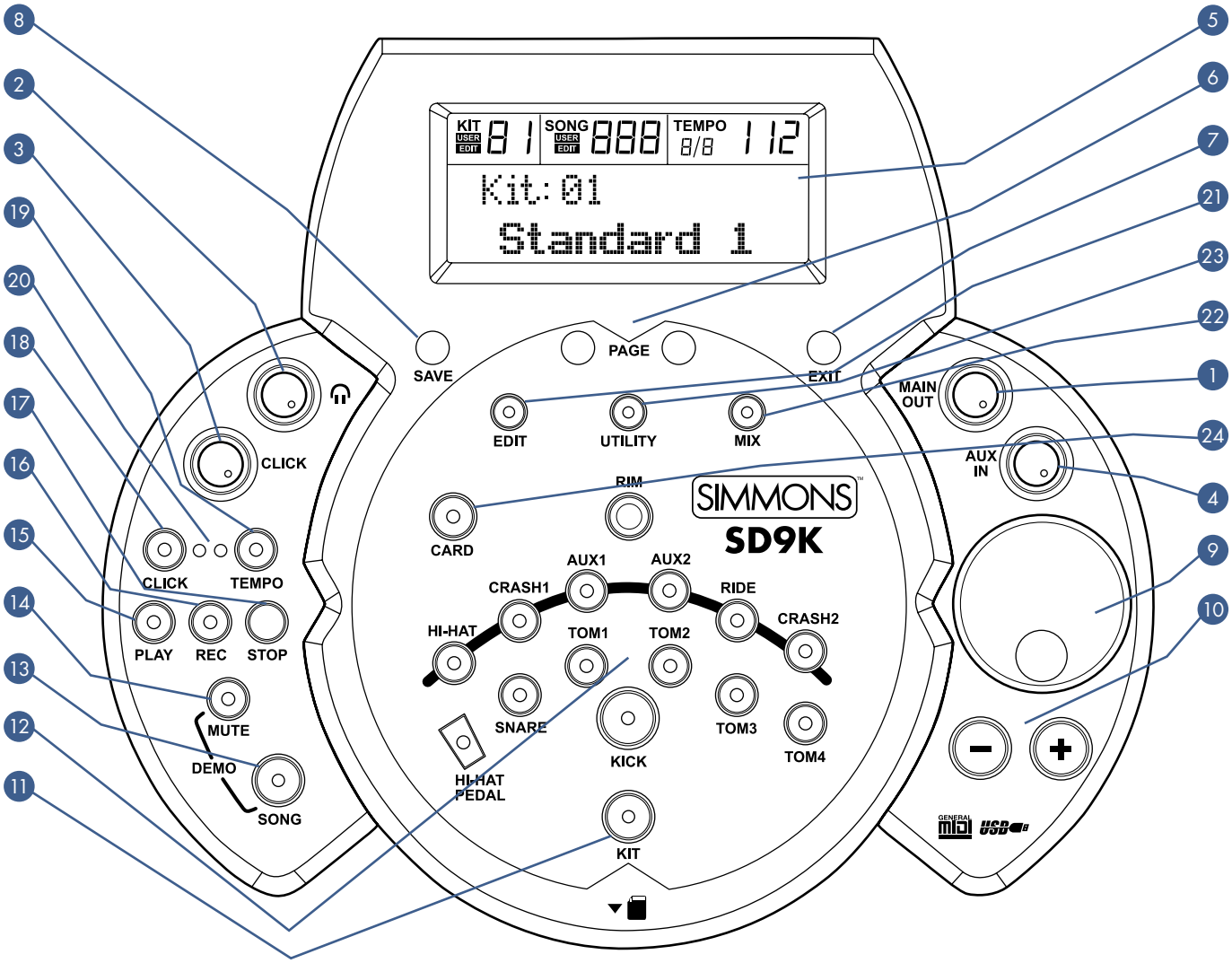
Extra Features:
CLICK: Onboard Metronome feature.
MUTE: Mutes part of a Song (or MIDI file), by default the Drums part.

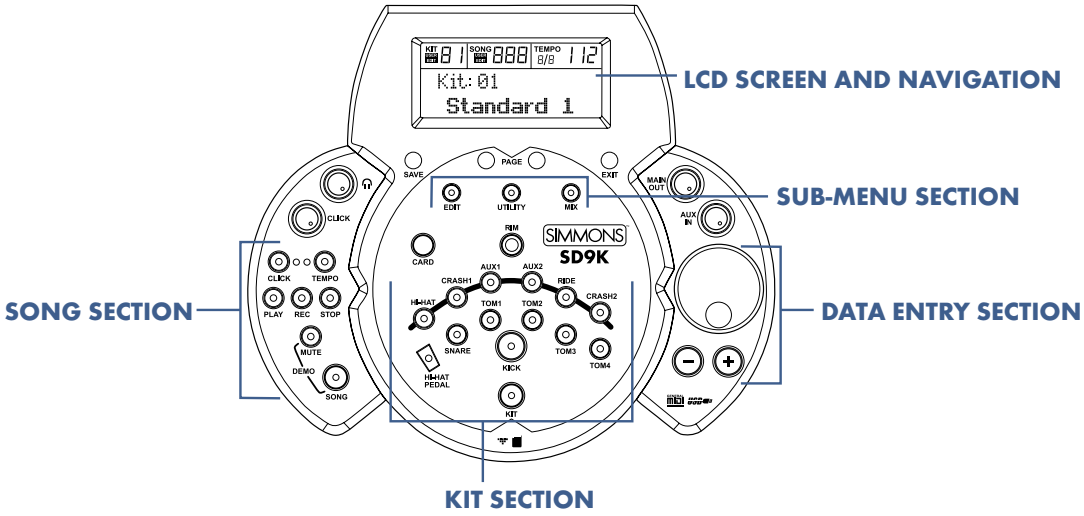
CARD menus:
The SD9K has a CARD menu with five functions for using an SD Card:

- PLAY a MIDI File from the SD card
- SAVE Kits, Songs or Global Settings to the SD card
- LOAD Kits, Songs or Global Settings from the SD card
- DELETE a file from the SD card
- FORMAT the SD card

NOTE: There is also a DEMO mode that plays two demonstration songs.

CONTROL PANEL





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VOLUME CONTROLS:

1. **MAIN OUT Volume knob**
   Controls the volume of the Stereo Line output.
2. **PHONES ( ) Volume knob**
   Controls the volume of the Phones output.
3. **CLICK Volume knob**
   Controls the volume of the Metronome.
4. **AUX IN Volume knob**
   Controls the volume of the Stereo Auxiliary input.

LCD NAVIGATION:

5. **LCD Screen**
   Please refer to the LCD Screen section.
6. **PAGE buttons**
   Scrolls through the menu pages, or moves the cursor left/right when naming.
7. **[EXIT] button**
   Exits from the current sub-menu back to the top menu.
8. **[SAVE] button**
   Enters the Save menu when available. Also acts as "Enter" when naming.

DATA ENTRY:

9. **Data Wheel**
   Quickly scrolls through parameter values.
10. **[+] and [-] buttons**
    Increases or decreases the current parameter. Also acts as YES/NO buttons when prompted.

KIT SECTION:

11. **[KIT] button**
    Selects the Kit menu.
12. **[PAD SELECT] buttons and indicators**
    These buttons play the pad voices of the current kit.

    In KIT EDIT/MIX/UTILITY modes, these buttons select the pad to be edited with the indicators showing the current selected pad. In SONG mode, the indicators will display which pads are being played by the drum track.

    The **[RIM]** button allows access to the second voice for dual-zone triggers (Snare, Hi-Hat, Cymbals, AUXs).

SONG SECTION:

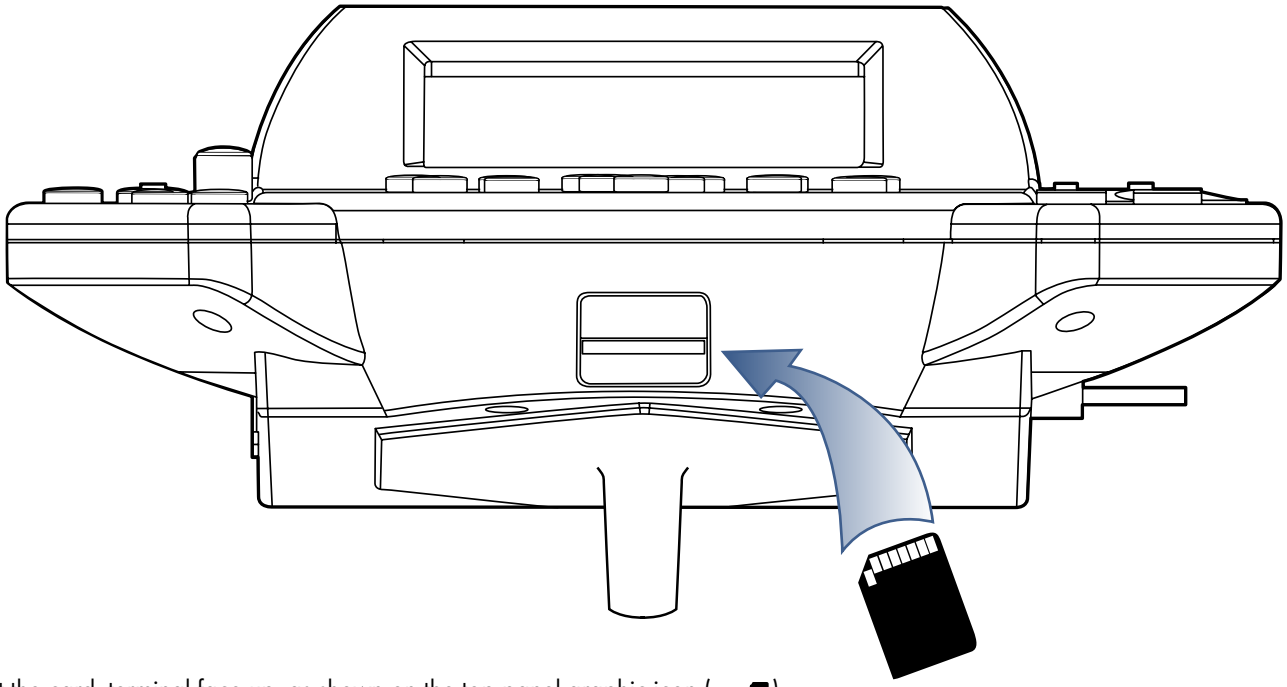
13. **[SONG] button**
    Selects the Song menu.
14. **[PART MUTE] button**
    Mutes selected part(s) of the song (and by default, mutes the Drum part). Enters the Part Mute menu when held for more than 2 seconds.
15. **[PLAY] button**
    Plays the current selected song. Also acts as Pause/Resume when a song is playing.
16. **[REC] button**
    Enters the RECORD mode.
17. **[STOP] button**
    Stops the current song.
18. **[CLICK] button**
    Turns the Metronome on or off. Enters the Metronome menu when held for 3 seconds.
19. **[TEMPO] button**
    Adjusts the current Tempo.
20. **Beat indicators**
    Show the beat when a song or the Metronome is playing. The green indicator shows the first beat, while the red indicator shows the remaining beats.

SUB-MENUS SECTION:

21. **[EDIT] button**
    Enters the KIT EDIT or SONG EDIT mode.
22. **[MIX] button**
    Enters the KIT MIX or SONG MIX mode.
23. **[UTILITY] button**
    Enters the KIT UTILITY or SONG UTILITY mode.
24. **[CARD] button**
    Enters the SD Card menu.

SD CARD SLOT

About the SD Card Reader:
The SD9K is equipped with an SD Card Reader, located in front of the sound module.

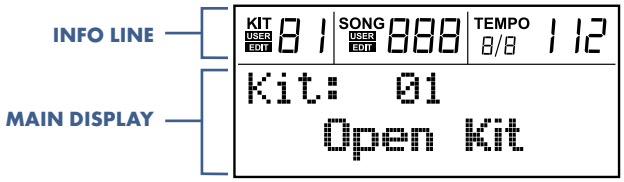


Insert the card, terminal face up, as shown on the top panel graphic icon (▼).
Push the card all the way in, until it clicks in place.
To remove the card, push the card in again until it clicks and pops out. Now you can pull the card out.

NOTE: Never touch the terminal of the SD Card.
Always discharge any static electricity from your hands before handling the card.
Never force the card in the wrong direction.
Never bend the card or try to open the card.
SD Cards have a small lock switch on one edge, so that it is not possible to write to nor erase the card when the lock switch is enabled.

LCD SCREEN

The LCD (Liquid Crystal Display) screen is divided into two areas:



Info Line:
The top line of the LCD display always shows the same information, regardless of current mode/menu.

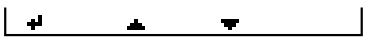
KIT
- Kit number: Shows current active kit number.
- USER icon: Shows if the current kit is a User Kit.
- EDIT icon: Shows if the current kit has been edited and not saved.

SONG
- Song number: Shows current active song number.
- USER icon: Shows if the current song is a User Song.
- EDIT icon: Shows if the current song has been edited and not saved.

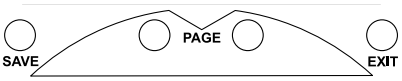
TEMPO
- Displays the current tempo and time signature.

Main Display:
The lower part of the LCD displays variable size fonts and icons. The main part of this screen displays the current kit or song name, and all the various menus. In all menus, the current selected field is highlighted (inverted, on black background).

The bottom part of the screen is for LCD navigation, in conjunction with the **[PAGE]** buttons and **[EXIT]** and **[SAVE]** buttons that are located just under the LCD:



The function of the **[PAGE]** buttons is shown by the up/down cursor (or the left/right cursor when naming) icons above those buttons.



The Enter icon (↵) is displayed in the bottom left corner when the **[SAVE]** button is active.

NAMING

Pad Input Jacks
Input connections for Kick, Snare, Tom, AUX, Cymbal pads, and Hi-Hat control pedal.

MIDI IN and OUT
These ports allow communication with other products equipped with a MIDI interface. Please see the MIDI section of the advanced manual for details.

USB port
This port is used to connect to a computer (MIDI In/Out via USB).

Line output jacks
Stereo output connection to an audio system or drum amplifier such as the Simmons DA50 or DA200S.

Phone jack
This stereo jack is used to connect headphones to the unit.

AUX input jack
This stereo input jack is for an external sound source such as an MP3 or CD player.

Power switch
This switch turns the power on and off.

DC input
Connection for the DC 9V power adapter.

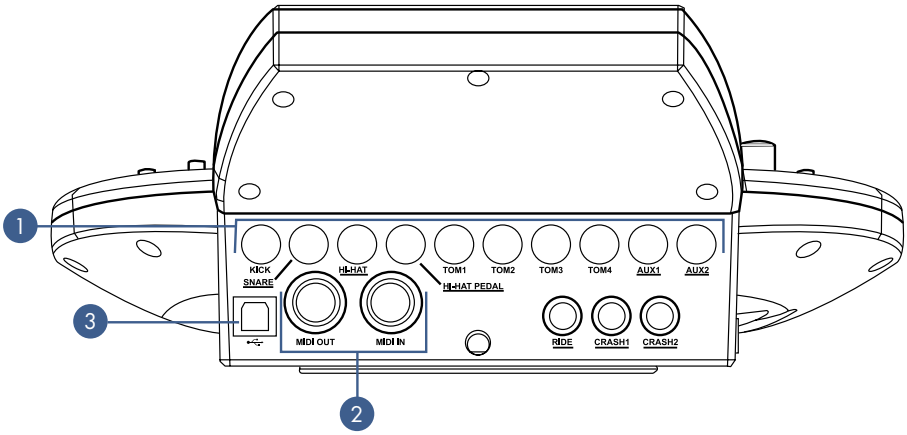
CONNECTION PANELS

REAR PANEL

1 **Pad input jacks**
Input connections for Kick, Snare, Tom, AUX, Cymbal pads, and Hi-Hat control pedal.

2 **MIDI IN and OUT**
These ports allow communication with other products equipped with a MIDI interface. Please see the MIDI section on page 48 for details.

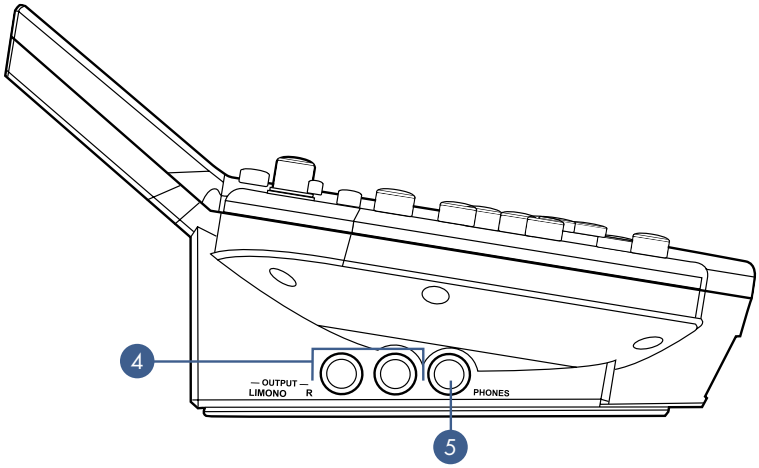
3 **USB port**
This port is used to connect to a computer (MIDI In/Out via USB).



LEFT PANEL

4 **Line output jacks**
Stereo output connection to an audio system or drum amplifier such as the Simmons DA50 or DA200S.

5 **Phone jack**
This stereo jack is used to connect headphones to the unit.

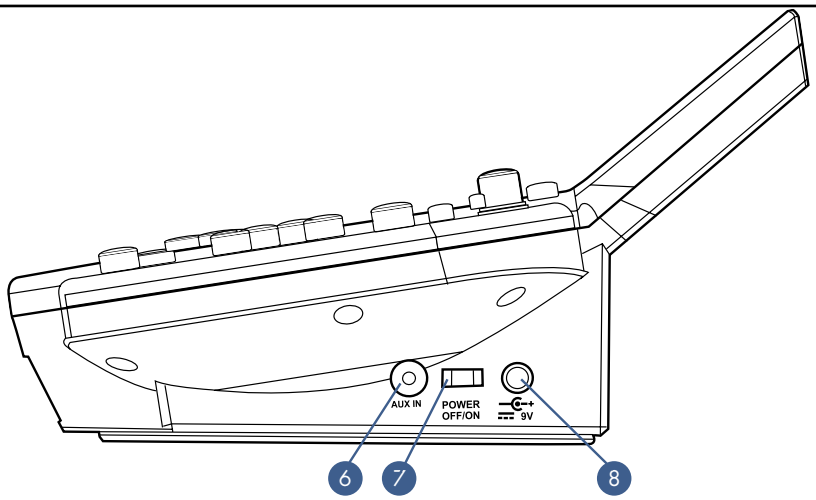


RIGHT PANEL

6 **AUX input jack**
This stereo input jack is for an external sound source, such as an MP3 or CD player.

7 **Power switch**
This switch turns the power on and off.

8 **DC input**
Connection for the DC 9V power adapter.

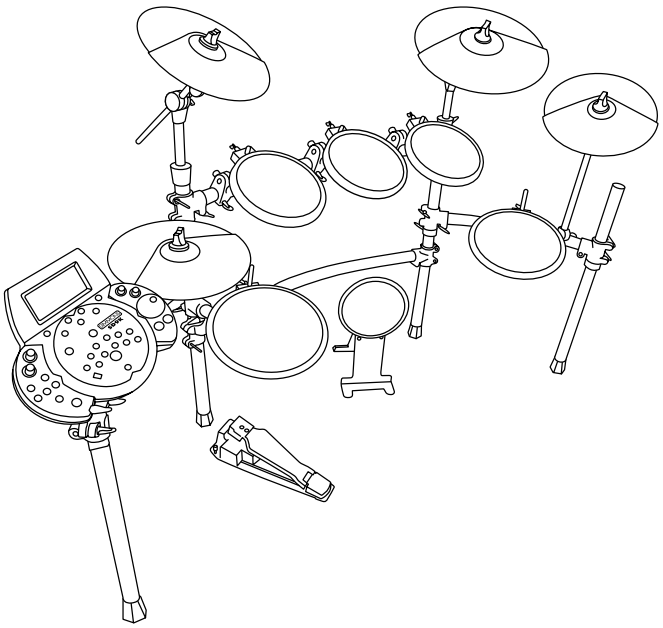


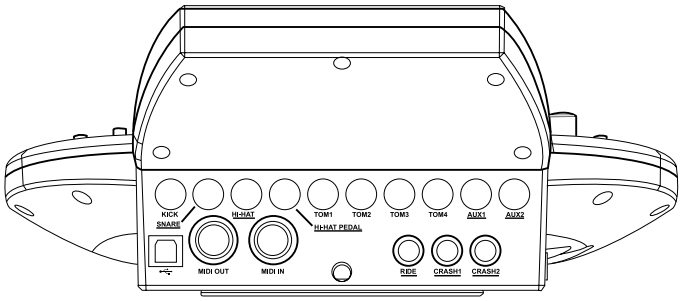
CONNECTIONS

PADS AND PEDALS

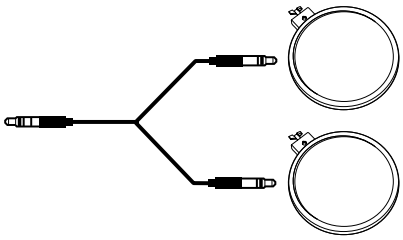
CAUTION!
To avoid damage, turn the SD9K and all related devices OFF prior to connecting or disconnecting cables.

Pads and Pedal:
Using the provided cables, connect each pad to its corresponding trigger input jack, following the markings on the cables. The underlined trigger input names show which inputs use TRS (stereo) cables. Secure all cables to the stand using the provided cable clips.





AUX1 & AUX2 inputs
The SD9K has two additional auxiliary trigger input jacks, which let you expand the kit with optional pads. Each AUX input can be configured individually for use with a dual-zone pad (head/rim), or two single-zone pads. The compatible pads are one SD9K 11" dual-zone snare pad, or two SD9K or SD5K/SD7K single-zone tom pads. Use a 2-mono to 1-stereo y-cable, as shown in the illustration, to connect two single-zone pads to a single AUX input .

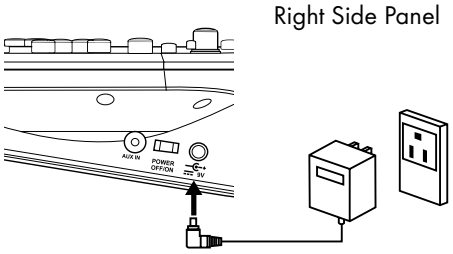


NOTE: You can also connect the 11" Floor Tom pad to the AUX2 input instead of the TOM4 input using a TRS cable, if you want to use the Rim function of this pad. In this case, this pad will be controlled with AUX2 and AUX2 RIM.

POWER SUPPLY

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

Right Side Panel



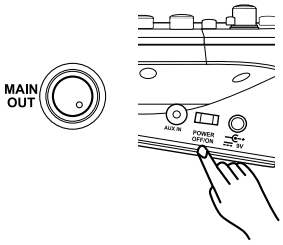
POWER SWITCH

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 the "ON" position. The Kit indicator will light up and the display will show Kit number 001.

NOTE: After the power is turned on, the Simmons logo will appear for a few seconds, and then the Drum Kit name will appear. Do not press any pad or pedal until the Kit indicator turns on.

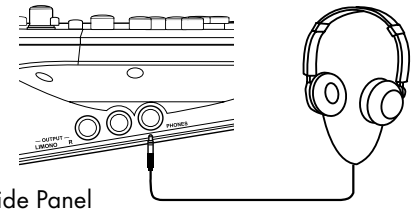
Right Side Panel



HEADPHONES

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

The headphones output volume is controlled by the PHONES ( ) volume knob.

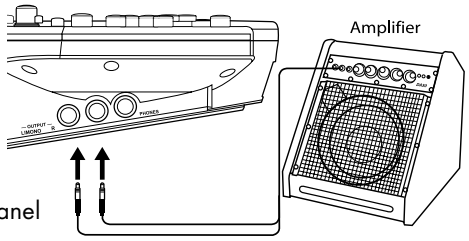


Left Side Panel

AUDIO EQUIPMENT

When using an amplifier such as the Simmons DA50 or DA200S, 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.)

The line output volume is controlled by the MAIN OUT volume knob.



Left Side Panel

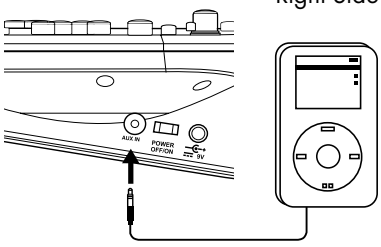
MP3/CD PLAYER

1. Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN TRS jack on the rear panel.

2. The input signal is mixed with the drum signal, allowing you to play along.

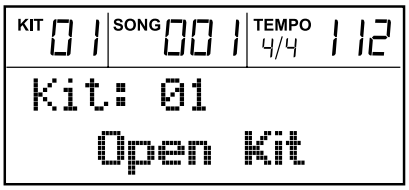
The volume of the external source is controlled by the AUX IN volume knob.

Right Side Panel



GETTING STARTED

After powering up, the SD9K will be in KIT mode.
Kit indicator shows the first Kit selected. The display should look like this:



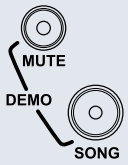
Use the Data wheel or the **[+]** / **[–]** buttons to select the active Kit.
Pressing the Pad Select buttons allow you to preview the current Kit (fixed velocity).
Hit the pads to play the current Kit.

NOTE: Hitting the pads always triggers the current Kit, even when the SD9K is not in KIT mode. The current Kit number is always shown on the top line of the LCD.

LISTENING TO DEMONSTRATIONS

The SD9K comes with two demonstration songs.

Press the **[SONG]** and **[MUTE]** buttons simultaneously to enter DEMO mode. The first demo song will start playing while the SONG indicator flashes.



Use the Data wheel or **[+]**/**[-]** buttons to select Demo 1 or Demo 2. Otherwise, Demo 2 will automatically play after Demo 1.

Demo 1 (Solo) only uses Drums and Percussion from various Preset Kits.
Demo 2 (Fusion) uses the built-in General MIDI voices for the backing instruments.

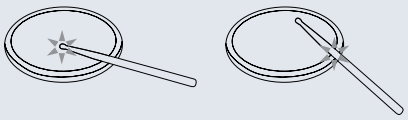
To stop and exit DEMO mode, press the **[EXIT]** button or the **[STOP]** button.

PLAYING THE PADS

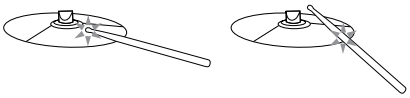
Similar to an acoustic drum kit, the SD9K responds differently to various playing techniques and dynamics.

All the pads are velocity sensitive, and some voices change timbre depending on the striking force.

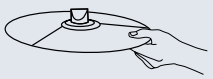
Snare Head or Rim shot
The SD9K snare pad detects head and rim shots (rim shots trigger the Rim voice).



Cymbal Bow or Edge shots
The SD9K cymbals detects bow and edge shots (edge shots trigger the Rim voice).

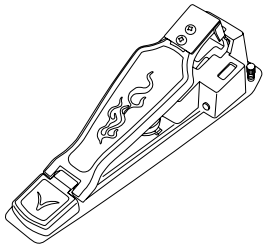


Cymbal Choke
Choking the cymbal's edge with the hand immediately after hitting the cymbal mutes the cymbal sound.



The Hi-Hat sound varies depending on the position of the Hi-Hat pedal:

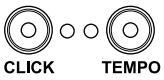
- Open Hi-Hat: Strike the Hi-Hat pad without pressing the pedal.
- Half-Open Hi-Hat: Strike the Hi-Hat pad with the pedal pressed halfway down.
- Closed Hi-Hat: Strike the Hi-Hat pad with the pedal pressed completely down.
- Pedal Close: Press the pedal completely down without striking the pad.
- Splash: Press the pedal completely down and release it immediately.



CLICK

The SD9K is equipped with a built-in metronome, which can be used by itself as a rhythm guide for practice, or in conjunction with the Song playback/record functions.

The metronome is controlled by the **[CLICK]** button.



Press the **[CLICK]** button to start the metronome. The Click indicator will light up.

The metronome will play at the current Time Signature and Tempo (displayed in the top right corner of the LCD), and the Beat indicators will blink accordingly. Use the **[CLICK]** knob to adjust the metronome level. Press the **[CLICK]** button again to stop the metronome. The Click indicator will turn off.

Click Menu

Press and hold the **[CLICK]** button for 3 seconds. The Click menu will display:

Use the **[PAGE]** buttons to scroll through the various Click parameters and the data wheel or **[+]**/**[-]** buttons to adjust the value. The metronome parameters are: Time Signature, Interval, Instrument, Play Count and Record Count.

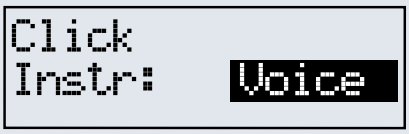
NOTE: Time Signature Values range from 1/2 to 12/16

Press **[PAGE DOWN]** to access the next parameter, Interval.

NOTE: Time signature values range from 1/2 to 12/16.

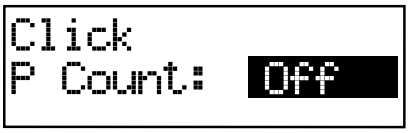
Press **[PAGE DOWN]** to access the next parameter, Instrument.

NOTE: The Instrument starts as metronome sound, with the options Voice, Metro, Claves, Sticks, Cowbell or Click.



Press **[PAGE DOWN]** to access the next parameter, Play Count.

NOTE: There is a count-in before playback. Options are Off, 1 Bar, or 2 Bars.



Press **[PAGE DOWN]** to access the next parameter, Record Count.

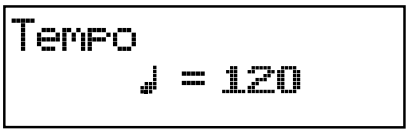
NOTE: Record Count is only for RECORD mode. Options are Off, 1 Bar, or 2 Bars.

Press **[PAGE UP]** to move back to any previous menu option. Press the **[EXIT]** button to exit the Click display and return to the previous menu.

NOTES: If the metronome is running while in Click menu, pressing the **[CLICK]** button will turn off the metronome and exit the Click menu at the same time. Pressing the **[KIT]**, **[SONG]** or **[CARD]** button also exits the Click menu and enters the corresponding mode.

TEMPO

Tempo is a global setting across all of the SD9K's features.
Press the **[TEMPO]** button to enter the Tempo adjustment screen:



This screen is used to adjust the tempo of the Metronome, the current Song or a MIDI file on an SD card.

The tempo range is 30 – 280 beats per minute.

Use the Data Wheel or **[+]** / **[-]** buttons to adjust tempo.

Press **[+]** and **[-]** together to reset the tempo to default.

Press **[EXIT]** or **[TEMPO]** to exit the Tempo screen and return to the previous menu.

> *NOTE:* Pressing the **[KIT]**, **[SONG]** or **[CARD]** button also exits the Tempo menu and enters the corresponding mode.

KIT MODE

In KIT mode you can select Drum kits, in addition to editing Kit Voices and their associated parameters such as Pitch, Decay, Level, Pan, etc.

There are 100 kits in the SD9K:

- 40 preset kits (Kits 01-40)
- 59 user kits (Kits 41-99)
- 1 external kit (Kit 00). This special kit is intended to use the SD9K to trigger external drum sound generators via MIDI or USB, with no internal sound playback.

In addition, there are 12 General MIDI (GM) preset Kits for MIDI/USB applications, and for MIDI File playback. Please refer to the relevant sections of this manual for more details about GM Kits.

Each SD9K kit contains settings for up to 22 voices, assigned to the 12 pad inputs and one pedal controller:

PAD INPUT	TRIGGER #	NAME
KICK	1	KICK
SNARE	2	SNARE
	3	SNARE R
TOM1	4	TOM1
TOM2	5	TOM2
TOM3	6	TOM3
TOM4	7	TOM4
RIDE	8	RIDE
	9	RIDE R
CRASH1	10	CRASH1
	11	CRASH1 R
CRASH2	12	CRASH2
	13	CRASH2 R
HI-HAT	14	O HI-HAT
	15	O HI-HAT R
	16	C HI-HAT
	17	C HI-HAT R
HI-HAT PEDAL	18	P HI-HAT
AUX1	19	AUX1
	20	AUX1 R
AUX2	21	AUX2
	22	AUX2 R

KIT PARAMETERS

The SD9K's parameters can be adjusted to customize the kit to your own preferences.

Preset Kits 01-40 are fixed, but they can also be used as starting points to be edited and saved as User Kits.

The parameters in KIT mode are divided into several categories.

Pad Voice, Edit, and Mix parameters affect each individual drum voice.

PAD VOICE	
Parameters	
EDIT	Voice Group
	Voice
	Tuning
	Decay
MIX	Level
	Pan
	Reverb Level

Kit Mix parameters affect all Internal Kit voices.

KIT MIX	
Parameters	
MIX	Kit Level
	Reverb Switch
	Reverb Type
	EQ Switch
	EQ Low
	EQ Low Mid
	EQ High Mid
	EQ High

Pad MIDI parameters affect each pad of the External Kit.

PAD MIDI	
Parameters	
EDIT	MIDI Note
	MIDI Gate

Trigger parameters affect the trigger input settings for all kits.

TRIGGER	
Parameters	
UTILITY	Type
	Sensitivity
	Threshold
	Cross-talk
	Rejection
	Curve
	Rim Sensitivity
	Splash Sensitivity

KIT SELECT

If the SD9K is not yet in KIT mode, press the **[KIT]** button to enter it.

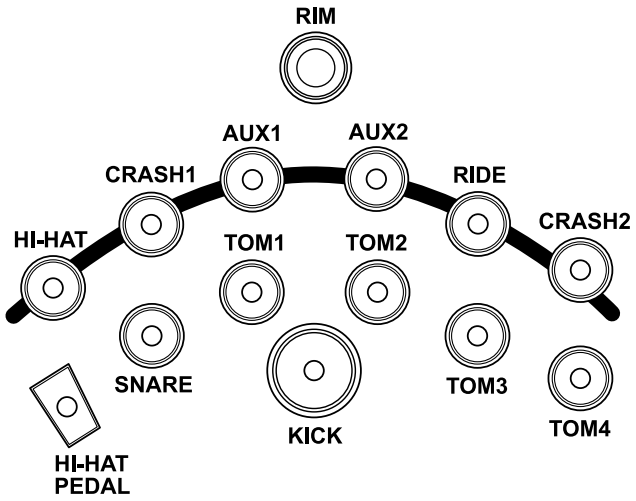
The Kit indicator will light up, and the LCD will display the current kit number and name.

Use the data wheel or the **[+]** / **[-]** buttons to select a kit, and/or the **[PAGE UP]** / **[PAGE DOWN]** buttons to quickly skip through kit groups (preset kits, user kits, or external kit).

In KIT menu:

- Press the **[EDIT]** button to edit Pad Voices of the current kit (or MIDI parameters of the External Kit).
- Press the **[MIX]** button to adjust Pad Voices or Kit Mix parameters of the current kit.
- Press the **[UTILITY]** button to adjust Trigger parameters.

The current pad to be edited can be selected either by pressing its **[PAGE SELECT]** button, or by striking the pad itself. The Pad Select indicator will light up to show which pad is currently selected. If the rim of a pad is selected, both the Pad indicator and the RIM indicator will turn ON.



NOTE: While editing Voice Number, Tuning, Decay Level, Pan, and Reverb, you can also preview the result of the current settings by pressing the Pad Select button to play the edited voice.

If you change any of the Kit Edit or Mix parameters, the KIT EDIT icon on the LCD will display to indicate that the currently active kit has been edited and is therefore different from the kit stored in memory. This icon will disappear when the edited kit is saved to a User Kit, or when another kit is selected.

KIT EDIT

In KIT mode, when an internal kit (Preset or User) is selected, pressing the **[EDIT]** button enters the KIT EDIT mode for the last selected pad. Another pad can be selected by hitting it or pressing its Pad Select button. You can preview the voice at any time by pressing the Pad Select button again.

The SD9K includes 725 voices sorted by groups (Kick, Snare, Tom, Cymbal, Hi-Hat, Percussion, etc.) See Voice List in appendix for a complete catalog.

> *NOTE:* The voices for the snare's head and rim, or a cymbal's bow and edge, are set independently. When the snare pad or a cymbal pad is selected, press the **[RIM]** button to select the Rim voice (or strike the snare pad rim or cymbal edge).

The voices for the Hi-Hat (Open/Open Rim, Closed/Closed Rim, Foot) can be selected individually (voices # 463–526), or together as a single Hi-Hat Combo number which contains all the Hi-Hat voices, plus extra variations not available from the Pad Select buttons: Half-Open/Half-Open Rim, Splash.

The first Voice Edit parameter is the Voice Group/Voice.

This parameter lets you choose individual voices for each or quickly jump through the following groups of voices:

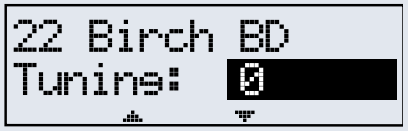
> A_Kick, E_Kick, A_Snare, E_Snare, A_Tom, E_Tom, Ride, Crash, Hi-Hat, Percussion, Melodic, SFX, Guitar FX, DJ FX and Loops.

If the selected Pad is a Hi-Hat trigger, an additional option is available: HiHatCmbo. Please refer to the Voice List table at the end of this manual for details.

You can change a pad's individual voice value by using the data wheel or the **[+]**/**[-]** buttons.

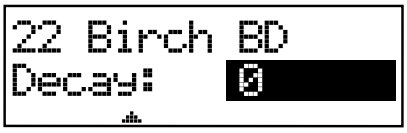
You can quickly jump from group to group by pressing the **[EDIT]** button repeatedly. When changing this parameter, the first voice of the group will be selected and displayed on the LCD.

Press the **[PAGE DOWN]** button to access the next parameter, Tuning.



This parameter allows adjusting the pitch of the current voice (value: -8 – +8).

Press the **[PAGE DOWN]** button to access the next parameter, Decay.



This parameter allows adjusting the length of the current voice (value: -5 – 0).
The Decay parameter is not available for Hi-Hat Combo voices.

KIT BAND

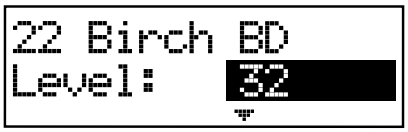
In KIT mode, when an internal kit (Preset or User) is selected, pressing the **[MIX]** button enters the KIT MIX mode.

The first page of KIT MIX allows you to mix Pad, Kit, Reverb or EQ.
As with any parameter, the value can be changed using the data wheel or the **[+]**/**[-]** buttons. Alternatively, this first parameter can also be changed by pressing the **[EDIT]** button repeatedly.

MIX Pad
Mix allows you to adjust the Level, Pan, and Reverb levels to your specifications. If the pad sub-menu is selected, the display will look like this:

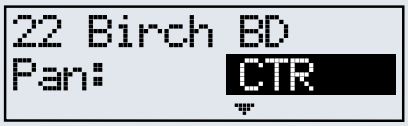
The name of the Voice for the selected Pad is also displayed.
As in KIT EDIT mode, another pad can be selected by hitting it or pressing its **[PAD SELECT]** button.

Press the **[PAGE DOWN]** button to access the first parameter, Level.



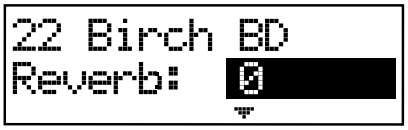
This parameter adjusts the Voice level (0 – 32). The name of the current Voice is also displayed.

Press the **[PAGE DOWN]** button to access the next parameter, Pan.



This parameter allows adjusting the Pan position of the current voice (value: L8-CTR-R8).

Press the **[PAGE DOWN]** button to access the next parameter, Reverb.



This parameter allows you to adjust the amount of Reverb for the current voice (value: 0-32).

NOTE: For Hi-Hat Combo voices, Level, Pan and Reverb parameters are common to all Hi-Hat variations except Pedal Level, which is independent.

MIX Kit

If Mix: Kit sub-menu is selected, the display will show:
The name of the current Kit is also displayed.

Press the **[PAGE DOWN]** button to access the next parameter, Kit Level.
This parameter adjusts the overall Kit level (0 – 32).

MIX Reverb

If Mix: Reverb sub-menu is selected, the display will show:
The name of the current Kit is also displayed.

Press the **[PAGE DOWN]** button to access the next parameter, Reverb Switch.
This parameter toggles the Global Reverb Switch ON/OFF.

Press the **[PAGE DOWN]** button to access the next parameter, Reverb Type.
This parameter selects the Global Reverb Type: S Room, M Room, L Room, Hall, Plate, Delay, or P.Delay.

MIX EQ

If Mix: EQ sub-menu is selected, the display will show:
The name of the current Kit is also displayed.

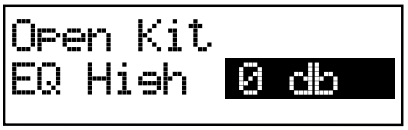
Press the **[PAGE DOWN]** button to access the next parameter, EQ Switch.
This parameter toggles the Global EQ Switch ON/OFF.

Press the **[PAGE DOWN]** button to access the next parameter, EQ Low.
This parameter adjusts the Low band of the Master EQ (-12 dB to +12dB)

Press the **[PAGE DOWN]** button to access the next parameter, EQ LoMid.
This parameter adjusts the Low-Mid band of the Master EQ (-12 dB to +12dB)

Press the **[PAGE DOWN]** button to access the next parameter, EQ HMid.
This parameter adjusts the High-Mid band of the Master EQ (-12 dB to +12dB)

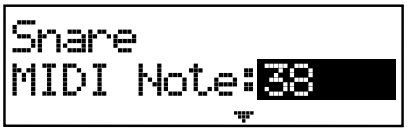
Press the **[PAGE DOWN]** button to access the next parameter, EQ High.
This parameter adjusts the High band of the Master EQ (-12 dB to +12dB)



EXTERNAL KIT

Use this feature when you want to use the pads as a means to generate sounds from an external sound module. The External Kit allows the SD9K to trigger external drum sound generators via MIDI or USB. In KIT mode, when the External Kit (00) is selected, pressing the **[EDIT]** button enters the External KIT EDIT mode, for the last selected Pad. Another Pad can be selected by hitting it or pressing its **[PAD SELECT]** button. Additionally, extra MIDI parameters for the Hi-Hat not available via the **[PAD SELECT]** buttons (Splash, Half-Open, and Half-Open Rim) can be selected by using the Hi-Hat Pedal and hitting the Hi-Hat Pad.

The first Pad parameter is the MIDI Note.



Press the **[PAGE DOWN]** button to access the next parameter, MIDI Gate.

NOTE: Since internal voices aren't played when the External Kit is selected, there is no MIX mode for this kit. Also, all internal Preset and User Kits have fixed MIDI gate times of 0.1s, and the MIDI note of each trig is fixed as follows:

TRIG	MIDI NOTE
KICK	36
SNARE	38
SNARE R	40
TOM1	48
TOM2	45
TOM3	43
TOM4	41
RIDE	51
RIDE R	53
CRASH1	49
CRASH1 R	55
CRASH2	57
CRASH2 R	52
O HIHAT	46
O HIHAT R	26
C HIHAT	42
C HIHAT R	22
P HIHAT	44
AUX1	17
AUX1 R	18
AUX2	19
AUX2 R	20
SPLASH	21
HALF HIHAT	23
HALF HIHAT R	24

KIT SAVE

Save To User Kit
After changing any Kit Edit or Mix parameters (EDIT sign is lit), press the **[SAVE]** button to enter the Save menu.

Values 41-99 shows current User Kit name.
Press **[PAGE DOWN]** to access the next parameter.

Naming screen defaults to original name of the Kit being edited.
[PAGE] buttons act as cursor left/right. Use the data wheel or **[+]**/**[-]** buttons to change value.
Press the **[SAVE]** button to save the user kit.

Press the **[+]** button to save to User Kit and return to Kit Select menu.
Press the **[-]** button to return to kit edit menu without saving.

After the save is completed, the following message will appear briefly:

The EDIT sign will disappear and the SD9K will return to the main KIT mode page.

NOTE: If the edited kit is not saved before selecting another kit, playing a song, or powering down the SD9K, all changes will be lost.

Save To SD Card
In addition to saving to a User Kit, you can also save to the SD card to create a backup. For details, see card menu section (page 39).

KIT UTILITY MENU: GLOBAL PARAMETERS

Pad Parameters

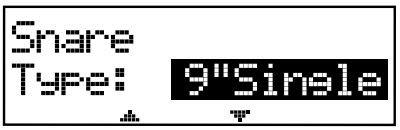
This section of the menu allows you to modify pad, MIDI, factory reset, and prompt operations.

Press **[UTILITY]** to enter this menu.

The first section lets you choose which Utility sub-menu to edit, with the first choice being Pad.

Type

Tells the SD9K what type of pad is connected.
To access the next global parameter, press the **[PAGE DOWN]** button.



Sensitivity

Changes how a pad responds to your playing. At higher sensitivities, the pad will generate a louder signal, even when you play quietly. At lower sensitivities, the pad will generate a quieter signal, even if you play loudly. Adjust according to your playing style and desired dynamic range.

Threshold

Changes how forcefully you must strike the pad to generate a trigger signal. Setting a high threshold requires hitting the pad very hard to get a sound. This can help eliminate transient responses such as vibrations from the kit or accidental pad taps. Setting a low threshold means even light touches will produce sound. Adjust according to environment and playing style.

Cross-Talk

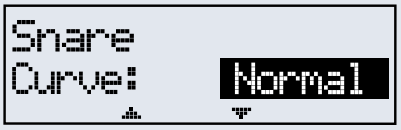
When two pads are mounted close to each other, hitting one pad can generate a response from the other. The Cross-Talk feature cancels cross-talk out, by assigning pads to groups. Set the affected pads to the same group number (0-8), and the SD9K will cancel cross-talk between them.

Rej Time

Increasing the rejection time cuts down on the pad's response to rebounds or double hits. If there are two trigger signals generated on one pad within the specified amount of time, the second signal is ignored.

Curve

Curve refers to how the trigger signal's dynamic response relates to your pad hit. Normal / Linear means the trigger signal's dynamics match, 1 for 1, the dynamics of your hit. Log 1 and Log 2 produce greater responses from softer pad hits. Exp 1 and Exp 2 produce greater responses from stronger pad hits.



Rim Sensitivity

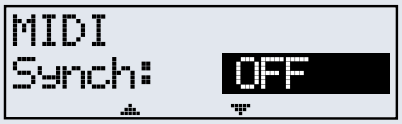
Same as the basic sensitivity feature though it relates specifically to playing the pad's rim.

MIDI PARAMETERS

The next Utility sub-menu affects global MIDI parameters.

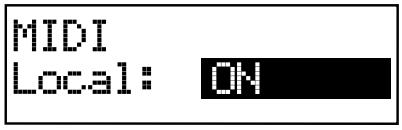
NOTE: To access the next MIDI parameter, press the **[PAGE DOWN]** button on the system's console.

Sync
Turn this feature on when you want to sync the SD9K's playback to other sequencers.



Press the **[PAGE DOWN]** button to access the next parameter.

Local
ON: The pads will generate sounds and the module sends out MIDI information.



OFF: The pads will send out MIDI information only.

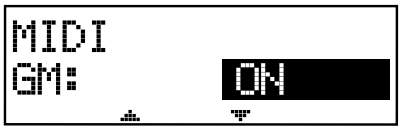
Press the **[PAGE DOWN]** button to access the next parameter.

Soft Thru
ON: MIDI information coming from the MIDI Out is looped back in through the MIDI In.

OFF: MIDI Out information is not looped back through the MIDI In.

Press the **[PAGE DOWN]** button to access the next parameter.

GM
ON: In GM mode, the program change message is only used to change GM KIT (you can also select the internal drum group number).



OFF: The program change message is now used to change the internal KIT number, (0-98). If program change value is between 99-127, it is useless. The GM mode switch is controlled by the standard MIDI message:

0xF0 SysEx
0x7E Non-Realtime
0x7F The SysEx channel. Could be from 0x00 to 0x7F.

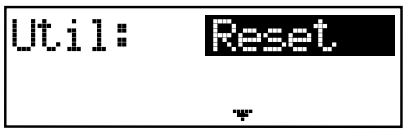
Here it is set it to "disregard channel":
0x09 Sub-ID – GM System Enable/Disable
0xNN Sub-ID2 – NN=00 for disable, NN=01 for enable
0xF7 End of SysEx

Press the **[PAGE DOWN]** button to access the next parameter.

Channel 11:
(Choose whether Channel 11 is used for Percussion or Instrument.)

FACTORY RESET

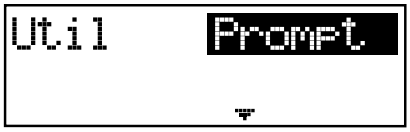
The next Utility sub-menu lets you restore the SD9K to its factory default settings.



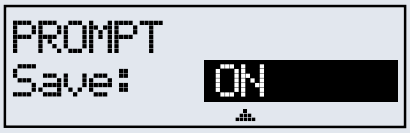
Press **[+]** if you wish to reset, or **[–]** to exit.

PROMPT OPERATION

The next Utility sub-menu controls the Prompt feature.



Press the **[SONG]** or **[CARD]** button, or select a new Kit to exit the KIT EDIT menu. ON indicates to save, while OFF sends the operation, with the data lost.



SONG MODE

The SONG mode is where you can select and edit songs to play, as well as record new songs.

There are 211 songs in the SD9K:

- 110 preset songs (Songs 001-110) divided into 3 groups:
  - 60 Looped Patterns
  - 30 One Shot Songs
  - 20 Drum & Percussion Loops
- 100 user songs (Songs 111-210)
- 1 external song (Song 000). This special song is intended for using the SD9K to control an external sequencer via MIDI or USB (no internal song playback).

Each SD9K song (except the External Song 000) contains up to 7 Parts:

- Drum part
- Percussion part
- 5 x Instrument parts

[The Mute function can be used to mute any part of a song.]

SONG SELECT

If the SD9K is not yet in SONG mode, press the **[SONG]** button to enter the SONG mode.

The Song indicator will light up, with the LCD displaying the current Song number and Song name, as well as an icon identifying the song's type (Loop, One Shot, Empty Song, External Song).

LOOP MODE SONG

ONE SHOT MODE SONG

EMPTY USER SONG

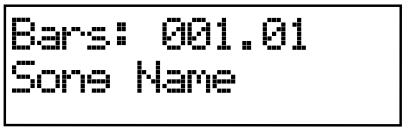
EXTERNAL SONG

Use the data wheel or the **[+]** / **[-]** buttons to select a song, and/or the **[PAGE UP]** / **[PAGE DOWN]** buttons to quickly skip through song groups (preset patterns, songs, loops, user songs, or external song).

Press **[+]** and **[-]** buttons together to access the first Empty Song.

SONG PLAY

Press the **[PLAY]** button to play the current song. The Play indicator will light up, Beat indicators will flash at the current tempo and signature, and the LCD will display the song's measure and beat.



Press the **[PLAY]** button again to pause the song at the current measure.
Press the **[PLAY]** button once more to resume playback from the head of the paused measure.
Press the **[STOP]** button to stop the song and return to the first measure.

NOTE: If the song number is changed while playing a song, the new song will start playing at the next bar.

NOTE: When the external song is selected, pressing only the **[PLAY]** or **[STOP]** buttons sends MIDI Clock and Real Time Command messages (Start / Stop / Continue) to control an external sequencer.

PART MUTE

The first Part Mute is Drums.
Use the Data wheel or the **[+]** / **[-]** buttons to select Muted or On.

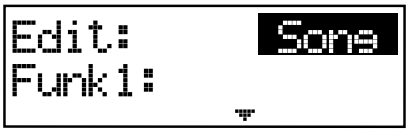
Press **[PAGE DOWN]** to access the next part, Percussion.
Use the Data wheel or the **[+]** / **[-]** buttons to select Muted or On.

Press **[PAGE DOWN]** to access the next part, Part 1-5.
Use the Data wheel or the **[+]** / **[-]** buttons to select Muted or On.

Press the **[EXIT]** or **[MUTE]** buttons to return to the previous menu.

SONG EDIT

In SONG mode, press the **[EDIT]** button to enter the Song Edit menus. The Edit indicator will light up. The first page of Song Edit selects the Edit sub-menu: Song, Drums, Percussion Parts 1 through 5.

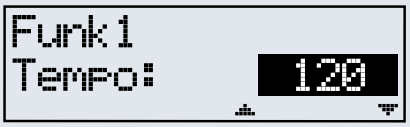


As with any parameter, this selection can be made using the data wheel or the **[+]**/**[-]** buttons.

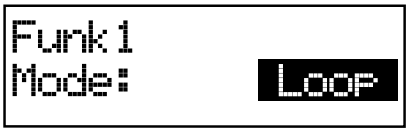
Alternatively, this sub-menu can also be changed by pressing the **[EDIT]** button repeatedly.

The first option is Global Song parameters.

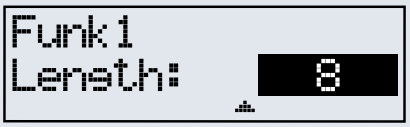
Press **[PAGE DOWN]** to enter the Song parameters sub-menu.
Tempo allows you to adjust the tempo of the song.



Press **[PAGE DOWN]** to access the next parameter.
Mode allows you to select Loop or One Shot.

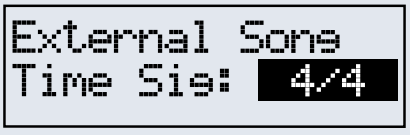


Press **[PAGE DOWN]** to access the next parameter.
Length is not adjustable, and shown for informative purposes only.



For an existing song, default Tempo and PLAYING mode can be edited; Length is displayed for your information, but it cannot be changed.

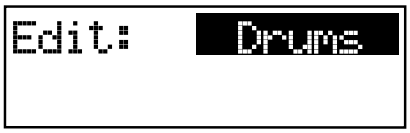
If the External Song 000 is selected, only the tempo and Time Signature can be edited.



PART PARAMETERS

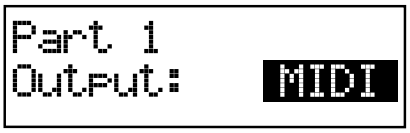
Each song has 7 tracks (or parts): drums, percussion, and parts 1 through 5. Each track's parameters can be edited.

Press **[EDIT]** to enter the Song Edit menus. Press **[+]/[-]** or **[EDIT]** buttons repeatedly to select a part, then press **[PAGE DOWN]** to enter the parameter sub-menu.



Press **[PAGE DOWN]** to edit the track's voice.

Press **[PAGE DOWN]** to determine whether the track's data is sent to the internal GM sound module, or if the MIDI will be played by an external sound module.



SONG MIX

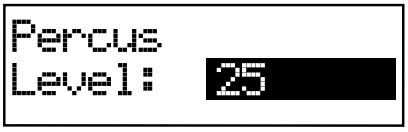
In SONG mode, press the **[MIX]** button to enter the Song Mix menus. The MIX indicator will light up. The first page of Song Mix selects the Mix sub-menu: Accomp, Percus, Parts 1 through 5. As with any parameter, this selection can be made using the Data wheel or the **[+]**/**[-]** buttons. Alternatively, this sub-menu can also be changed by pressing the **[MIX]** button repeatedly.

The first option is Global Accompaniment Level.

Press **[PAGE DOWN]** to enter Accompaniment Level sub-menu:
This is a global setup parameter that affects all songs. It is automatically saved to Setup memory.

Press **[MIX]** to re-enter the Song Mix menus. Press **[+]**/**[-]** or **[MIX]** buttons repeatedly to select a part, then press **[PAGE DOWN]** to enter the part Mix parameters sub-menu.

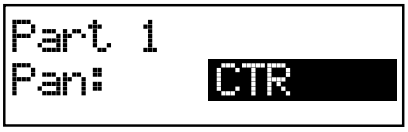
The next page allows you to adjust the Level for the selected Accompaniment part.



Press **[PAGE DOWN]** to access the next parameter. The next page allows you to adjust the Reverb level for the selected part.

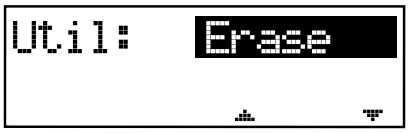
Press **[PAGE DOWN]** to access the next parameter. The next page allows you to adjust the Pan position for the selected Instrument part.

NOTE: This parameter is not available for the Percussion Part.

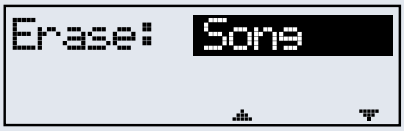


SONG ERASE

This Utility menu allows you to erase the current song or a specific part of the song.
This only applies if the selected song is a User Song that is not empty.
To access the Song Erase menu in SONG mode, press the **[UTILITY]** button. The Utility indicator will light up.
Press the **[+]** button or the **[UTILITY]** button again to select the Erase option:

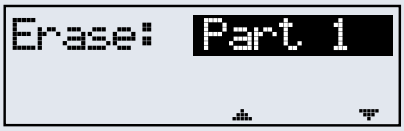


Press **[PAGE DOWN]** to enter the Erase sub-menu.



Use the data wheel or **[+]**/**[-]** buttons to select a Song or its part to be erased.

Press **[PAGE DOWN]** to apply the selection.



Press **[+]** to erase Song/Part and return to Song select menu.
Press **[-]** to return to Erase menu.

After Erase is complete, the following message will appear briefly:

SONG SAVE

Save To User Song
After changing any Song Edit or Mix parameters (EDIT sign will be lit), press the **[SAVE]** button to enter the Save menu.

Press **[PAGE DOWN]** to access the naming screen.

Use the **[PAGE UP]**/**[PAGE DOWN]** buttons to move the cursor; use the data wheel or the **[+]**/**[-]** buttons to change the characters.

Press the **[SAVE]** button.

Press **[+]** to save to User Song and return to Song Select menu.
Press **[-]** to stop save process and return to Song Edit menu.

Save To SD Card
1. In addition to saving your User Song, you can also save to an SD card to create a backup.

2. For details, see Card menu on page 39.

SONG RECORD

The SD9K allows you to record your own user songs by recording a new song from scratch, or by replacing/adding parts on an existing song. You can record data generated when playing the pads. The Percussion part and/or Instrument parts 1 through 5 can be recorded using a MIDI controller (keyboard or multi-pad controller) connected to the MIDI Input.

Record a New Song
There are two ways to record a new song: One-Click Recording or New Song record.

One-Click Recording
The One-Click Recording feature allows you to quickly record your performance as you play the SD9K's drums. It is intended for real-time performance recording and playback.

If the SD9K is not yet in SONG mode, press the **[SONG]** button to enter the SONG mode. The Song indicator will light up.

Select an empty User Song (marked by the Empty Song icon).

Press the **[RECORD]** button.
The RECORD/PLAY LED will flash and the LCD display will show:

Recording will start as soon as you start playing the drum pads (or by pressing the Pad Select buttons). The Record and Play LEDs will be lit, and the display will show:

Press the **[STOP]** button to stop Recording.
The PLAY LED turns off, and the display will show:

Press the **[PLAY]** button to play back your recording.

The PLAY LED will turn on, the RECORD LED will turn off, and the display will show:

Press the **[STOP]** button to stop playback.

The PLAY LED will turn off, the RECORD LED will turn on and the display will show:

If you are not satisfied with your recording, press the [**RECORD]** button to restart the recording process.

When you are satisfied with your recording, press the **[EXIT]** button to exit RECORD mode. The PLAY and RECORD LEDs will turn off. The message "Save Song OK!" briefly appears, and you will then be returned to the main SONG mode display. Your last recording is saved into the current User Song.

NOTE: The One-Click RECORD mode is intended for real-time performance recording and playback. Therefore, by default, the Click/Metronome is disabled when entering One-Click RECORD mode. However, if you prefer to record with a time reference, you can enable the Click/Metronome before starting to record by pressing the **[CLICK]** button. In this case, Tempo, Time Signature and other metronome adjustments should be made before entering RECORD mode.

New Song Record
If you want more options to record a new User Song, use the New Song function.
In SONG mode, press the **[UTILITY]** button to access the New Song sub-menu.

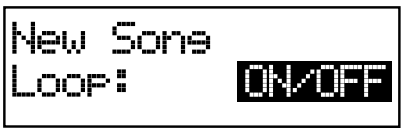
NOTE: The current song can be any type of song, except External Song 00.

Press **[PAGE DOWN]** to enter the New Song sub-menu.

Press **[PAGE DOWN]** to set your Tempo.

Press **[PAGE DOWN]** to set your Time Signature.

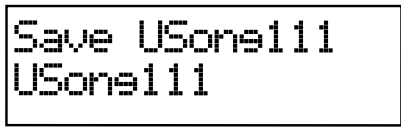
Press **[PAGE DOWN]** to toggle Loop on or off.



Press **[PAGE DOWN]** to set your Song Length in bars.

NOTE: There is a 12,000 note maximum for each new song.

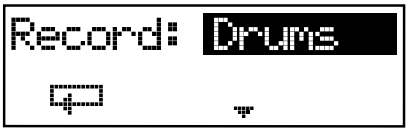
Press **[PAGE DOWN]** to save and name your user song.



Press **[SAVE]** to save your new song parameters and access the Song Record menu.
Press **[+]** to save and **[-]** to exit.

When you create your parameters, "Okay" will appear briefly before returning you to Song Record menu.

Once you have saved your new song, the REC indicator will light up and the first Record menu page will appear, which allows you to select which part you can record to.

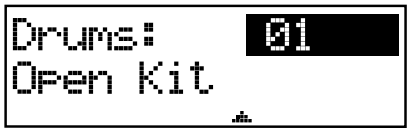


Use the Data wheel or the **[+]**/**[-]** buttons to select the part.

Icons are displayed to indicate if LOOP mode is On ( ) and/or if any Quantize is active on the select part.

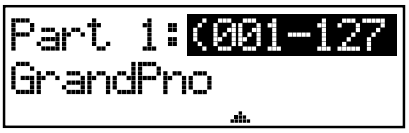
Press **[PAGE DOWN]** if you want to change the Quantize option.
Press **[PAGE DOWN]** to choose your kit.
Press **[PAGE DOWN]** to choose your internal voice.

Press **[PAGE DOWN]** if you want to change the Quantize option.



Press the **[RECORD]** button to arm recording.

NOTE: You can press the **[RECORD]** button in any of the record pages above to arm recording without changing the Quantize option or Kit/Instrument.

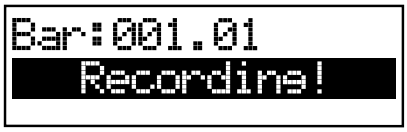


When recording is armed, both the Play and Record indicators flash. The Click indicator will light up, the first beat indicator flashes at the current tempo, and the metronome sounds the first beat.

You can start recording either by pressing the **[PLAY]** button or by playing the pads or MIDI controller.

Both Play and Record indicators will light (solid), and the LCD will show the bar/beat counter.

When the metronome begins to count, start playing the pads.



NOTE: When recording with the **[PLAY]** button, a count-in precedes recording as defined in the Click menu (R Count: OFF< 1 Bar, or 2 Bars). When recording by playing the pads/MIDI, recording will start immediately.

If the Song is in LOOP mode, you can overdub the same section at each pass of the loop. If you want to try adding to the part without actually recording, press the **[PLAY]** button. The Record indicator will flash (with the Play indicator still on), and the display will show:

The previously recorded data will play back, and you can rehearse over it without recording. When ready, press the flashing **[RECORD]** button to go back into overdub recording.

When finished recording, press the **[STOP]** button to stop playback.
When the display returns to the top of the Record menu, the Play indicator will turn off, and the Record indicator will stay on.

You can audition your recording by pressing the **[PLAY]** button. The Record indicator will turn off and the Play indicator will light up. The display will show:

Press **[STOP]** to stop playback.

If you are not satisfied with your recording, press the **[RECORD]** button to arm recording again. This time, the previously recorded data for that part will be replaced/overwritten by the new data as soon as you start recording (by pressing the **[PLAY]** button or playing the pads/MIDI controller).

If you are satisfied with your recording, you can either select another part for recording or press the **[EXIT]** button to exit the RECORD mode. The display will briefly show "Save Song OK!" and return to the Song Select menu.

Adding/replacing parts on an existing User Song
You can add a new part or replace parts on an existing User Song.
Simply select the User Song and press the **[RECORD]** button to enter the Record menu, and follow the same recording procedure as above.

Adding/replacing parts on a Preset Song
You can also replace parts or add a new part on a Preset Song by first copying the Preset Song into a User song, and then proceed as above.

Song utility menu
In addition to the New Song and Erase sub-menus, other Utility menus (MIDI, Reset, Prompt) are the same in KIT mode, as described on pages 17-27.

CARD MENU

The SD9K is equipped with an SD Card reader, located in front of the sound module.
The SD Card provides the following features:

- Play standard MIDI File (SMF, 16-track) direct from Card
- Save/Load SD9K data: User Kits, User Songs, Global Setup
- Updatable software (for future improvements)

To enter the CARD menu, press the **[CARD]** button, and the Card indicator will light up.

NOTE: If no Card is found, the screen will briefly display "No Card!" and return to the previous menu.

Using the Data wheel, the **[+]/[-]** buttons, or the **[CARD]** button, scroll through the following Kit Utility sub-menus: PLAY, LOAD, SAVE, DELETE and FORMAT.
At any time, press the **[EXIT]** button to exit the CARD menu and return to KIT mode.

PLAY MIDI FILES FROM CARD

Select Card – Play.

Press **[PAGE DOWN]** to open the root directory of the Card.
Use the Data wheel or **[+]/[-]** buttons to scroll through Folders and SMF MIDI Files (*.mid).

NOTE: Folders are indicated by the Folder icon . MIDI Files are indicated by the Song icon .

If a folder is selected, press **[PAGE DOWN]** to open the folder, and scroll through sub-folders and MIDI files. **[PAGE UP]** is used to go back one folder/directory level.

Once a MIDI file is selected, press the **[PLAY]** button to play your MIDI file, and press the **[STOP]** button to stop playback.

NOTE: While playing, if you select a new MIDI file, it will start playing from the next measure.

If needed, press **[PAGE DOWN]** to select Loop On or Loop Off.

SAVING SD9K DATA TO CARD

You can save various SD9K data to an SD Card for backup or to exchange data with other users.

On one SD card, you can save up to 256 User Kits and 256 User Songs.
The maximum file name length on the SD Card is eight characters.

NOTE: If you attempt to save a file with a name that already exists on the card, the screen will briefly show "Same Name!" and return to the file naming screen. To replace a file with the same name on the card, you must first delete the file from the card.

Saving Kits

1. Select Card – Save.

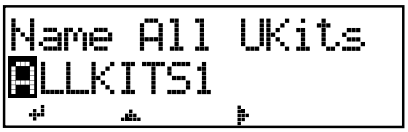
2. Press **[PAGE DOWN]** to select the type of file to save. To save a single kit to the card, select Type – Kit.

To save all Kits as one file, select Type – AllUKits.

3. Press **[PAGE DOWN]** to go to the Kit file naming page.

Use the Data wheel or **[+]/[-]** buttons to change characters, and the **[PAGE]** buttons to move the cursor.

NOTE: When saving a single Kit, the active Kit is automatically selected, and the file name defaults to the Kit name.



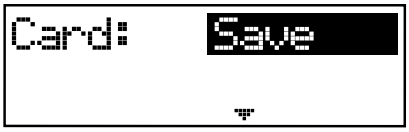
Press **[SAVE]** to access the Save confirmation page.

Press **[+]** to save or **[-]** to cancel.

After the save operation is completed, the screen will briefly display "Save OK!", then will return to the Card Save Type page.

Saving Songs

Select Card – Save.



Press **[PAGE DOWN]** to select the type of file to save.
To save a single song, select Type – Song.

To save all Songs as one file, select Type – AllUSongs.

Press **[PAGE DOWN]** to go to the Song file naming page.

Use the Data wheel or **[+]**/**[-]** buttons to change characters and the **[PAGE]** buttons to move the cursor.

NOTE: When saving a single Song, the current Song is automatically selected, and the file name defaults to the Song name.

Press **[SAVE]** to go to the Save confirmation page.

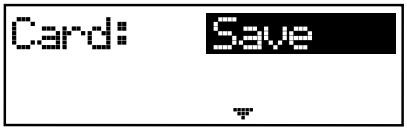
Press **[+]** to save or **[-]** to cancel.
After the save operation is completed, the screen will briefly display "Save OK!", and will return to the Card Save Type page.

NOTE: Single songs are saved as standard MIDI files.

Saving Setup

You can save SD9K setup data to the card. Setup data includes global settings such as Pad, Click, MIDI, etc.

Select Card – Save.



Press **[PAGE DOWN]** to select the Type of file to save.
To save a setup file to card, select Type – Setup.

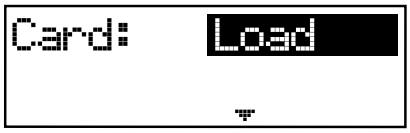
Press **[PAGE DOWN]** to go to the Setup file-naming page.

Use the Data wheel or the **[+]**/**[-]** buttons to change characters and the **[PAGE]** buttons to move the cursor.

Press **[+]** to save or **[-]** to cancel.
After the save operation is completed, the screen will briefly display "Save OK!," and return to the Card Save Type page.

LOADING SD9K DATA FROM CARD

Loading Kit Data
Select Card – Load option.

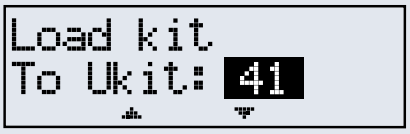


Press **[PAGE DOWN]** to select the type of file to load.
To load a single kit from the Card to a User Kit, select Type – Kit. To load all Kits, select Type – AllUKits.

Press **[PAGE DOWN]** to go to the Kit file selection page.
Use the Data wheel or the **[+]/[-]** buttons to scroll through Kit files.

NOTE: An icon shows the type of Kit file: (Internal Kit), (External Kit), and (All Kits).

Press **[PAGE DOWN]** to go to the User Kit destination page (only when loading a single Kit). Use the Data wheel or the **[+]/[-]** buttons to select the User Kit number to load the selected Kit file:

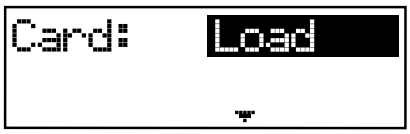


NOTE: If you have selected an External Kit file, it can only load into Kit 00. Also, when loading an All Kits file, all user kits in addition to the external kit will be replaced by new data.

Press **[PAGE DOWN]** to go to the Load confirmation page:

Press **[+]** to load or **[-]** to cancel.
After the load operation is completed, the screen will briefly display "Load OK!", and return to the Card Load Type page.

Loading Song Data



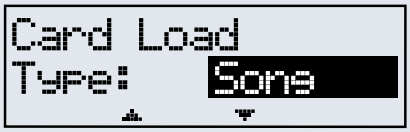
You can load song data from an SD Card, either from the SD9K songs saved to the SD Card or from other Standard MIDI files (*.mid) created or edited using other sequencers. If you want to load your own MIDI file to an SD9K user song, you must put the file into the USERSONG folder, and the file must meet certain requirements:

- MIDI File Format: Type 1
- Resolution: from 24 to 1024 PPQN
- Tracks: 7 max.
- Channels: ch10-drums, ch11-percussion, ch12-part1, ch13-part2, ch14-part3, ch15-part4, ch16-part5.

NOTE: Some MIDI information data will be ignored when loading a MIDI file from other sequencers. If you save this song back to the card, this information will be lost. Please refer to the MIDI Implementations Chart Appendices for details about recognized MIDI data.

NOTE: If you load an SD9K song, the original song name will be used (not the SD card file name). And if you load another MIDI file, the file name will be used as the song name in SD9K.

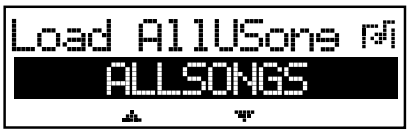
Select Card – Load.
Press **[PAGE DOWN]** to select the type of file to load.



To load a single song from the Card to a User Song, select Type – Song. To load all Songs, select Type – AllUSongs.

Press **[PAGE DOWN]** to go to the Song file selection page. Use the Data wheel or the **[+]**/**[-]** buttons to scroll through Song files.

NOTE: An icon shows the type of Song file: (Internal Song), (ExternalSong), and (AllSongs).



Press **[PAGE DOWN]** to go to the User Song destination page (only when loading a single song). Use the Data wheel or the **[+]/[-]** buttons to select the User Song file number you wish to load.

NOTE: If you have selected an External Song file, it can only load into Song 00. When loading an All Songs file, all user songs – including the external song – will be replaced by new data.

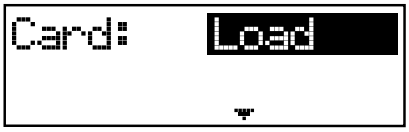
Press **[PAGE DOWN]** to go to the Load confirmation page.

Press **[+]** to load or the **[-]** to cancel.
After the load operation is completed, the screen will briefly display "Load OK!," then return to the Card Load Type page.

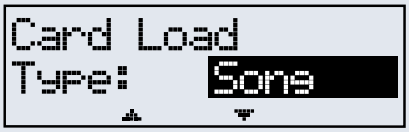
Loading Setup Data

You can load setup data from the Card. Setup data includes global settings, such as Pad Trigger, Click, MIDI, etc.

Select Card – Load.

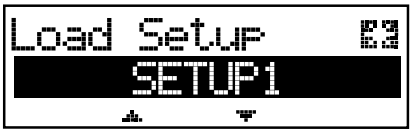


Press **[PAGE DOWN]** to select the type of file to load.
To load a setup file from the Card, select Type – Setup.



Press **[PAGE DOWN]** to go to the Setup file selection page.
Use the Data wheel or the **[+]/[-]** buttons to scroll through Setup files.

NOTE: An icon shows the type of file: (Setup).



Press **[PAGE DOWN]** to go to the Load confirmation page.

Press **[+]** to load or **[-]** to cancel.
After the load operation is completed, the screen will briefly display "Load OK!", and return to the Card Load Type page.

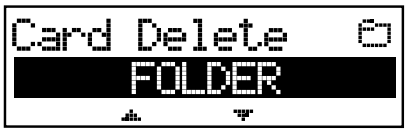
Deleting Files From Card

You can only delete SD9K files from the SD Card (i.e. Kits, Songs, Setup, MIDI Files). If there are other types of files stored on the card, the SD9K will not detect them and therefore will not be able to delete them.

Select Card – Delete.

Press **[PAGE DOWN]** to open the root directory of the card.
Use the Data wheel or the **[+]/[-]** buttons to scroll through Folders and MIDI Files.

NOTE: Folders are indicated by a Folder icon . MIDI Files are indicated by a Song icon .



If a folder is selected, press **[PAGE DOWN]** to open the folder and scroll through SD9K files. **[PAGE UP]** is used to go back one folder/directory level:

SD9K file types are indicated by their respective icons and stored in the following specific folders:

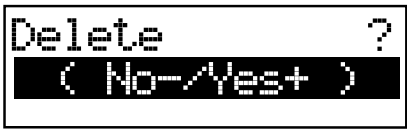
USERKIT: (Internal Kit), (External Kit), (All Kits)

USERSONG: (Internal Song), (External Song), (All Songs)

SETUP: (Setup)

Press **[PAGE DOWN]** to access the Delete confirmation page.

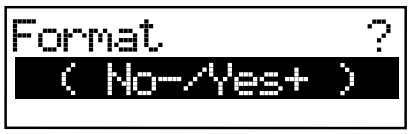
Press **[+]** to delete or **[-]** to cancel.
After the Delete operation is completed, the screen will briefly display "Delete OK!" and return to the Card Delete page.



Formatting the SD Card

Select Card – Format.

Press **[PAGE DOWN]** to go to the Format confirmation page.



Press **[+]** to continue or **[-]** to cancel.

For file safety, the SD9K will prompt you a second time.

Press **[+]** to format or **[-]** to cancel.

NOTE: All card data (SD9K files and other files) will be lost after formatting. Proceed with caution!

MIDI AND USB

MIDI stands for Musical Instrument Digital Interface. This worldwide standard communication interface enables electronic musical instruments and computers of all brands to communicate and pass instructions and other data back and forth. This exchange of information makes it possible to create a system of MIDI instruments and devices that offers far greater versatility and control than what is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other controllers, your musical horizons will be greatly enhanced.

MIDI CONNECTION

MIDI IN: This terminal receives MIDI data from an external MIDI device.
MIDI OUT: This terminal transmits data from the SD9K to other MIDI devices.

USB CONNECTION

The USB connector allows you to connect the SD9K directly to your computer. It can be connected without installing a driver in Windows XP or MAC OSX environments. The SD9K will be recognized as an "USB Audio device" to receive and transmit MIDI messages through a single USB cable. The USB port is used only for MIDI messages (MIDI via USB).

> *NOTE:* When the USB port is connected to a computer, all MIDI messages will be received and transmitted via USB.

LOCAL MODE

The SD9K is comprised of two devices:

- A controller transmitting data: the pads and hi-hat control pedal (via an internal trigger to MIDI converter)
- A sound generator receiving MIDI data via the sound module

In normal operation (Local ON, default mode), the two devices are connected together internally, allowing the pads to play the voices from the sound module without any external connection.

When setting LOCAL mode to LOCAL OFF mode in the Utility menu, this internal link is disconnected. The sound module receives MIDI messages via MIDI input only – not from the pads. However, the trigger data from the pads are still sent to the MIDI Output, so when Soft Thru is enabled, MIDI Out from the SD9K loops back to its own MIDI In. This will enable the pads to play voices from the sound module.

LOCAL OFF mode is intended to be used when both the MIDI input and output (or the USB port) of the SD9K are connected to a MIDI sequencer with the Soft Thru function enabled. This prevents doubling or flanging effects when playing the pads (caused by the sound generator receiving the same MIDI data both directly from the pads and back through the sequencer).

MIDI CHANNELS

MIDI OUT
The SD9K transmission channel for the Drum Kit is fixed to Channel 10.
The SD9K will output MIDI codes generated by the triggers when hitting the pads or stepping on the Hi-Hat control pedal (Note On/Off, and Foot Control messages). The SD9K will also transmit Program Change messages when selecting Kits.

SD Card MIDI File playback data and Metronome notes are not transmitted.
If Part Output is set to Internal, Song playback data for that Part is not transmitted.
Song playback data is only transmitted if the Part Output parameter is set to MIDI instead. In this case, Part to Channel assignment is fixed as follows:

Percussion:	Ch 11
Part 1:	Ch 12
Part 2:	Ch 13
Part 3:	Ch 14
Part 4:	Ch 15
Part 5:	Ch 16

MIDI IN
The MIDI system in the SD9K has 16 reception channels, numbered from 1-16. Each channel is responsible for a voice. When the instrument receives MIDI information from an external device, the active channel is determined by the control message.

Channel 10 is reserved for Drums. The SD9K has two options for Channel 10: GM On or Off, as selected in MIDI UTILITY menu.
When GM Mode is On, Channel 10 will play the GM Percussion Kits.
When GM Mode is Off, Channel 10 will play the SD9K Internal Kits.

All other channels (1 through 9, and 11 through 16) are used to access the 128 General MIDI instruments and sounds included in the sound module (GM standard). These are the same instruments that are used to create the accompaniment for the internal Song player (see the General MIDI Voice list Appendix).
However, Channel 11 can be used for GM Instruments or for additional Percussion sounds as selected in MIDI UTILITY menu.

USING THE SD9K AS A MIDI SOUND MODULE

Connecting an external keyboard or sequencer to the MIDI Input allows you to use the SD9K as a multi-part, polyphonic sound module to play various instrument parts in addition to your drums (for instance, Piano on Channel 1, Bass on Channel 2, Strings on Channel 3, etc).

The voices on each MIDI channel are selected using MIDI Program Change messages (see the General MIDI Voice list in the Appendix).

When GM Mode parameter is ON (or when a GM Mode On message is received via the MIDI input), the SD9K's MIDI In will conform to a general MIDI Standard. Channel 10 will be assigned to the GM Percussion Kits.

If you need another Percussion Channel, you can set Channel 11 to Percussion instead of an Instrument (within the MIDI UTILITY menu).

> *NOTE:* For more information on received MIDI messages, see the MIDI implementation chart.

USING THE SD9K TO CONTROL A SEQUENCER

In SONG mode, when the External Song 000 is selected, the SD9K can control the playback of an external sequencer. The MIDI clock (0xF8) is sent out automatically at the current tempo, and Start and Stop Real-Time Commands (0xFA, 0xFC) will be sent when pressing the Play/Stop buttons.

1. Connect the MIDI Out of the SD9K to the MIDI In of your sequencer. If you are using a software sequencer on a computer, you can simply connect the USB port of the SD9K to a USB port of your computer using a single USB cable.
2. Setup your sequencer to respond to MIDI Clock Sync.
3. Press the **[PLAY]** button to start the sequence from the top.
4. Press the **[PLAY]** button again to pause the sequence.
5. Press the **[PLAY]** button once more to resume the sequence playback.
6. Press the **[STOP]** button to stop the sequence and return to the top.

NOTE: You can adjust the tempo of your sequencer using the **[TEMPO]** button on the SD9K.

USING THE SD9K AS A MIDI CONTROLLER

When playing the SD9K pads, MIDI notes are sent to the MIDI out. For Internal Kits, the MIDI note for each pad is fixed to GM default Drum Notes.
In KIT mode, when the External Kit 000 is selected, MIDI notes for each pad can be selected in KIT EDIT mode to control an external sound generator (hardware or software). In this case, playing the SD9K pads will send selected MIDI note messages to the MIDI Out (or USB port), but not to the internal sound generator.

EXTERNALLY RECORDING MIDI DATA

Using the MIDI IN/OUT or USB connections with a MIDI sequencer allows you to record your performance as you play it on the SD9K pads, while playing it back with the same voices.

1. Connect the MIDI Out of the SD9K to the MIDI In of your sequencer, and the MIDI OUT of your sequencer to the MIDI IN of the SD9K. If you are using a software sequencer on a computer, you can simply connect the USB port of the SD9K to a USB port of your computer using a single USB A-B cable.
2. Set the SD9K's GM Mode to Off (in MIDI UTILITY menu).
3. Setup the active track of your sequencer on Channel 10.
4. Activate RECORD on your sequencer.
5. Play the pads of your SD9K.
6. Stop recording.
7. Locate your sequencer to the start of your recording.
8. Playback the recorded sequence.

NOTE: The SD9K will play the same voices that were used during recording.

NOTES:

1. To maintain the same voice parameters, you should select the same Kit for playback as the Kit that was active when recording.
2. To capture and correctly reproduce the timing of your performance, make sure that the Quantize function of your sequencer is turned off.
3. If your sequencer has a Soft-Thru feature, you should set the SD9K to Local OFF mode in the Utility menu. If your sequencer does not have a Soft-Thru feature, you should leave the SD9K in its Local ON default mode.

MUTE FUNCTION

Press the **[MUTE]** button to toggle the MUTE function.

The Mute indicator will light up when MUTE is enabled and turn off when MUTE is disabled. The default MUTE function is drums off (Channel 10 Muted), but this can be changed to any combination of channels in the MUTE setup menu.

To enter the Channel MUTE setup, hold down the **[MUTE]** button for 3 seconds.
The Mute indicator will light up (with MUTE function enabled).

Use the **[PAGE UP]**/**[PAGE DOWN]** buttons to scroll through channels.
Use the **[+]**/**[-]** buttons to set the channel's Mute status to ON or Muted.

NOTE: The Channel Mute setup will revert to Drums Off after powering down.

Press the **[MUTE]** button again to disable the MUTE function and return to the previous menu.

OR

Press the **[EXIT]** button to return to the previous menu and keep the MUTE function enabled.

APPENDICES

- Voice List
- HI-Hat Combo List
- Kit List
- Song List
- General MIDI Kit List
- General MIDI Voice list
- MIDI Implementation Charts (Drums module, GM module, Sequencer)

VOICE LIST

#	Name
Acoustic Kick	
1	24" Maple Bass Drum
2	22" Maple Bass Drum
3	22" Birch Bass Drum
4	22" Attack Bass Drum
5	24" Rock Bass Drum
6	22" Resonant Bass Drum
7	Dance 1 Bass Drum
8	20" Dry Bass Drum
9	18" Jazz Bass Drum
10	22" Dry Jazz Bass Drum
11	20" Dry Jazz Bass Drum
12	24" Open Big Band Bass Drum
13	22" Studio Bass Drum
14	22" Single Head Bass Drum
15	20" Open Jazz Bass Drum
16	20" Dry Funk Bass Drum
17	20" Resonant Funk Bass Drum
18	22" Dry Funk Bass Drum
19	22" Resonant Hip-Hop Bass Drum
20	20" Dry Hip-Hop Bass Drum
21	Buzz Bass Drum 1
22	20" Open Hip-Hop Bass Drum
23	Vintage Open Bass Drum
24	Vintage Single Head Bass Drum
25	Vintage Dry Bass Drum
26	Click Bass Drum
27	20" Birch Bass Drum
28	Progressive Bass Drum
29	22" Maple 2 Bass Drum
30	20" Maple Bass Drum
31	20" Tight Bass Drum
32	22" Loose Bass Drum
33	22" Tight Bass Drum
34	22" Tone Bass Drum
35	20" Tone Bass Drum
36	18" Single Head Jazz Bass Drum
37	20" Single Head Jazz Bass Drum
38	24" Tone Bass Drum
39	24" Loose Bass Drum
40	22" Punch Bass Drum
41	22" Power Bass Drum
42	Buzz 2 Bass Drum
43	Dance 2 Bass Drum
44	22" Open Jazz Bass Drum
45	22" Rock Bass Drum
46	22" Power 2 Bass Drum
47	24" Rock Bass Drum
48	22" Open Rock Bass Drum
49	Gran Cassa Bass Drum
Electronic Kick	
50	Rave 1 Bass Drum
51	Dry House 1 Bass Drum
52	Dry House 2 Bass Drum
53	Dry House 3 Bass Drum
54	Step Bass Drum
55	Techno Bass Drum
56	Drum N Bass Bass Drum
57	Junkyard Kick Bass Drum
58	Dirty Bass Drum
59	Industry Kick Bass Drum
60	Low-Fi Bass Drum
61	Disco Bass Drum
62	808 Attack Bass Drum
63	808 Tone Bass Drum
64	808 Long Bass Drum
65	909 Standard Bass Drum
66	Voice Bass Drum
67	Voice Hard Bass Drum
68	Rave 2 Bass Drum
69	Dry Rave Bass Drum
70	Super Rave Bass Drum
71	Space 1 Bass Drum
72	Dry Space Bass Drum
73	Dance Hall Bass Drum
74	Dry Punch Bass Drum
75	Dance Hall 2 Bass Drum
76	Space 2 Bass Drum
77	Dance Hall 3 Bass Drum
78	Space 3 Bass Drum
79	Bounce Bass Drum
80	Angry Bass Drum
81	Reverse Bass Drum
82	Hollow Bass Drum
83	Dry Bass Drum
84	Saw Bass Drum
85	Space 4 Bass Drum
86	Simmons SD5 A Bass Drum
87	Simmons SD5 B Bass Drum
88	Simmons SD5 C Bass Drum
89	Simmons SD5 D Bass Drum
90	Simmons SD1 Bass Drum
91	Simmons SD9 A Bass Drum
92	Simmons SD9 B Bass Drum
93	Simmons SD9 C Bass Drum
94	Simmons SD9 D Bass Drum
Acoustic Snare	
95	14" Steel Snare High
96	14" Steel Snare Hi Rim
97	14" Steel Snare Low
98	14" Steel Snare Low Rim
99	14" Brass Snare Lo
100	14" Brass Snare Lo Rim
101	14" Tight Steel Snare
102	14" Tight Steel Rim
103	14" Brass Snare Hi Rim
104	14" Brass Cross Stick
105	12" Popcorn Snare
106	14" Maple Snare Low
107	14" Maple Snare Mid
108	14" Maple Snare Hi
109	Anvil Snare
110	13" Tight Maple
111	14" Studio Maple Low
112	14" Studio Maple Mid
113	14" Maple Funk Snare
114	14" Maple Funk Snare Rim
115	14" Steel Funk Snare
116	14" Steel Funk Snare Rim
117	Steel Cross Stick
118	Fusion Snare
119	Wood Stick
120	Room Snare
121	Vintage Snare 1
122	Vintage Snare 1 Rim
123	Lo-Fi Snare 1
124	Splatch Snare
125	Piccolo Snare
126	Piccolo Snare Rim
127	14" Brass Muffled
128	14" Brass Snare Muffled Rim
129	Vintage Snare 2
130	Vintage Snare 2 Rim
131	Filtered Snare
132	Studio Snare High Cross Stick
133	Studio Snare
134	Studio Snare Cross Stick
135	R&B Snare
136	R&B Snare Cross Stick
137	Progressive Snare
138	Progressive Snare Cross Stick
139	Lo-Fi Snare 2
140	Lo-Fi Snare Rim
141	Deep Snare
142	'80s Snare High
143	'80s Snare Low
144	Distant Power Snare
145	Deep Maple Muffled
146	Studio Snare 2
147	Studio Snare 3
148	Jazz Snare 1
149	Jazz Snare Rim
150	Jazz Brush Snare
151	Jazz Brush Snare Rim
152	Jazz Snare 2
153	Jazz Snare 3
154	Brush Sweep Snare
155	Brush Snare
156	Brush Snare Rim
157	Hard Brush Snare
158	Hit Brush Snare
159	Soft Brush Snare 1
160	Soft Brush Snare 2
161	Brush Long Roll Snare

VOICE LIST

#	Name
Electronic Snare	
162	House Snare 1
163	House Snare 2
164	Step Snare
165	Step Snare Cross Stick
166	Techno Snare 1
167	Techno Snare 2
168	606 Snare
169	808 Snare
170	808 Snare Cross Stick
171	909 Snare
172	Industry Snare
173	Industry Snare Stick
174	Drum N Bass Snare 1
175	Drum N Bass Snare 2
176	Junkyard Snare
177	Junkyard FX Cross Stick
178	Dirty Snare
179	Voice Snare 1
180	Voice Snare 2
181	Voice Snare Rim
182	Voice X-Stick
183	Electronica Snare 1
184	Poison Snare
185	Tone Snare
186	Short Snare
187	Poison Snare 2
188	Buzz Snare 1
189	Buzz Snare 2
190	Rave Snare 1
191	Poison Snare 3
192	Rave Snare 2
193	Poison Snare 4
194	Tight Snare 1
195	Electronica Snare 2
196	Electronica Snare 3
197	Long Snare
198	Soft Snare
199	Reverse Snare
200	Tight Snare 2
201	Punch Snare
202	Snappy Snare 1
203	Snappy Snare 2
204	Crackless Snare
205	Techno Snare 3
206	Techno Snare 4
207	Rave Snare 3
208	High Snare
209	Tight Snare 3
210	Tight Snare 4
211	Tight Snare Rim
212	Snappy Snare 3
213	Snappy Snare 4
214	Simmons SD5 A Snare
215	Simmons SD5 B Snare
216	Simmons SD5 C Snare
217	Simmons SD5 D Snare
218	Simmons SD7 A Snare
219	Simmons SD7 B Snare
220	Simmons SD9 A Snare
221	Simmons SD9 B Snare
222	Simmons SD9 C Snare
223	Simmons SD9 D Snare
Acoustic Tom	
224	Open Tom 1
225	Open Tom 2
226	Open Tom 3
227	Open Tom 4
228	Open Tom 5
229	Open Tom 6
230	Attack Tom 1
231	Attack Tom 2
232	Attack Tom 3
233	Attack Tom 4
234	Attack Tom 5
235	Attack Tom 6
236	Single Head Tom 1
237	Single Head Tom 2
238	Single Head Tom 3
239	Single Head Tom 4
240	Single Head Tom 5
241	Single Head Tom 6
242	Room Tom 1
243	Room Tom 2
244	Room Tom 3
245	Room Tom 4
246	Room Tom 5
247	Room Tom 6
248	Resonant Tom 1
249	Resonant Tom 2
250	Resonant Tom 3
251	Resonant Tom 4
252	Resonant Tom 5
253	Resonant Tom 6
254	Rock Tom 1
255	Rock Tom 2
256	Rock Tom 3
257	Rock Tom 4
258	Rock Tom 5
259	Rock Tom 6
260	Dry Tom 1
261	Dry Tom 2
262	Dry Tom 3
263	Dry Tom 4
264	Dry Tom 5
265	Dry Tom 6
266	Gated Tom 1
267	Gated Tom 2
268	Gated Tom 3
269	Gated Tom 4
270	Gated Tom 5
271	Gated Tom 6
272	Blasticks Tom 1
273	Blasticks Tom 2
274	Blasticks Tom 3
275	'80s Tom 1
276	'80s Tom 2
277	'80s Tom 3
278	Funk Tom 1
279	Funk Tom 2
280	Funk Tom 3
281	Fusion Tom 1
282	Fusion Tom 2
283	Fusion Tom 3
284	Vintage 60s Tom 1
285	Vintage 60s Tom 2
286	Vintage 60s Tom 3
287	Vintage Soft Tom 1
288	Vintage Soft Tom 2
289	Vintage Soft Tom 3
290	Vintage 70s Tom 1
291	Vintage 70s Tom 1
292	Vintage 70s Tom 3
293	Hip Hop Tom 1
294	Hip Hop Tom 2
295	Hip Hop Tom 3
296	Hip Hop Tom 4
297	Hip Hop Tom 5
298	Hip Hop Tom 6
299	Vintage Jazz Tom 1
300	Vintage Jazz Tom 2
301	Vintage Jazz Tom 3
302	Ring Tom 1
303	Ring Tom 2
304	Ring Tom 3
305	Ring Tom 4
306	Ring Tom 5
307	Ring Tom 6
308	Closed Brush Tom 1
309	Closed Brush Tom 2
310	Closed Brush Tom 3
311	Closed Brush Tom 4
312	Closed Brush Tom 5
313	Closed Brush Tom 6
314	Open Brush Tom 1
315	Open Brush Tom 2
316	Open Brush Tom 3
317	Open Brush Tom 4
318	Open Brush Tom 5
319	Open Brush Tom 6
320	Concert Tom 1
321	Concert Tom 2
322	Concert Tom 3
323	Octoban 1
324	Octoban 2
325	Octoban 3
326	Roto Tom High
327	Roto Tom Mid
328	Roto Tom Ring High
329	Roto Tom Ring Low
330	Roto Tom Bend Mid
331	Roto Tom Bend Lo
332	Tom Rim
Electronic Tom	
333	606 Tom 1
334	606 Tom 2
335	606 Tom 3
336	606 Tom 4
337	606 Tom 5
338	606 Tom 6
339	808 Tom 1
340	808 Tom 2
341	808 Tom 3
342	808 Tom 4
343	808 Tom 5
344	808 Tom 6
345	Rave Tom 1
346	Rave Tom 2
347	Rave Tom 3
348	Rave Tom 4
349	Rave Tom 5
350	Rave Tom 6
351	Step Tom 1
352	Step Tom 2
353	Step Tom 3
354	909 Tom A 1
355	909 Tom A 2
356	909 Tom A 3
357	909 Tom B 1
358	909 Tom B 2
359	909 Tom B 3
360	Junkyard Tom 1
361	Junkyard Tom 2
362	Junkyard Tom 3
363	Dirty Tom 1
364	Dirty Tom 2
365	Dirty Tom 3
366	Voice 1 Tom 1
367	Voice 1 Tom 2
368	Voice 1 Tom 3
369	Voice 2 Tom 1
370	Voice 2 Tom 2
371	Voice 2 Tom 3
372	Voice 3 Tom 1
373	Voice 3 Tom 2
374	Voice 3 Tom 3
375	Industry Tom 1
376	Industry Tom 2
377	Industry Tom 3
378	Simmons SD5 Tom A-1
379	Simmons SD5 Tom A-2
380	Simmons SD5 Tom A-3
381	Simmons SD5 Tom B-1

VOICE LIST

#	Name
382	Simmons SD5 Tom B-2
383	Simmons SD5 Tom B-3
384	Simmons SD7 Tom A-1
385	Simmons SD7 Tom A-2
386	Simmons SD7 Tom A-3
387	Simmons SD7 Tom B-1
388	Simmons SD7 Tom B-2
389	Simmons SD7 Tom B-3
390	Simmons Byuu
391	Simmons SD9 Tom 1
392	Simmons SD9 Tom 2
393	Simmons SD9 Tom 3
394	Simmons SD9 Tom 4
395	Simmons SD9 Tom 5
396	Simmons SD9 Tom 6
Ride	
397	Classic Ride
398	Classic Ride Edge
399	Standard 20" Ride
400	Standard 22" Ride
401	Standard Ride Bell
402	Rock Ride
403	Rock Bell
404	Dry Ride
405	Dry Ride Bell
406	Ping Ride
407	Jazz Ride
408	Brush Ride
409	'60s Ride
410	'60s Ride Bell
411	'60s Ride Edge
412	Pop Ride
413	Pop Ride Edge
414	Rivet Ride
415	Fusion Ride
416	Trashy Ride
417	Flat Ride
418	Vintage Ride
419	Vintage Ride Bell
420	707 Ride
421	Techno Ride
422	Junkyard Break Ride
423	Junkyard Metal Ride Bell
Crash	
424	Standard Crash 1
425	Standard Crash 2
426	Standard Crash 3
427	Standard China
428	Standard Crash 4
429	Standard Crash 1 Bell
430	Standard Crash 2 Bell
431	Low China
432	Bright Crash 1
433	Bright Crash 2
434	Bright Crash 3
435	Bright China
436	Standard Splash
437	Rock China
438	Rock Crash 1
439	Rock Crash 2
440	Small Crash
441	Rock Splash
442	Jazz Splash
443	Brush Crash
444	Crystal Crash
445	Metal China 1
446	Metal China 2
447	Trashy Crash
448	Jazz China
449	Suspended Cymbal
450	606 Cymbal A
451	606 Cymbal B
452	808 Cymbal A
453	808 Cymbal B
454	808 Cymbal C
455	909 Cymbal
456	Junkyard Cymbal 1
457	Junkyard Cymbal 2
458	Flange FX Cymbal 1
459	Flange FX Cymbal 2
460	Industrial Short Cymbal
461	Industrial Long Cymbal
462	Reverse Crash
Hi-Hats	
463	Standard HH Open 1
464	Standard HH Open 2
465	Standard HH Open 3
466	Standard HH Open Rim
467	Rock HH Open
468	Pop HH Open
469	Pop HH Open Rim
470	Brush HH Open
471	'60s HH Open
472	Mini HH Open
473	Mini HH Open Rim
474	Bright HH Open 1
475	Bright HH Open 2
476	Jazz HH Open
477	Trashy HH Open
478	Voice HH Open
479	House HH Open
480	606 HH Open
481	808 HH Open
482	909 HH Open
483	Junkyard HH Open
484	Dirty HH Open
485	Bass HH Open
486	Standard HH Close 1
487	Standard HH Close 2
488	Rock HH Close
489	Pop HH Close
490	Pop HH Close Rim
491	Brush HH Close
492	'60s HH Close
493	Mini HH Close
494	Mini HH Close Rim
495	Bright HH Close 1
496	Bright HH Close 2
497	Bright HH Close Rim
498	Jazz HH Close
499	Trashy HH Close
500	Voices HH Close
501	House HH Close
502	606 HH Close
503	808 HH Close
504	909 HH Close
505	Junkyard HH Close
506	Dirty HH Close
507	Bass HH Close
508	Standard HH Pedal 1
509	Standard HH Pedal 2
510	Rock HH Pedal
511	Pop HH Pedal
512	Brush HH Pedal
513	'60s HH Pedal
514	Mini HH Pedal
515	Bright HH Pedal 1
516	Bright HH Pedal 2
517	Jazz HH Pedal
518	Trashy HH Pedal
519	Voices HH Pedal
520	House HH Pedal
521	606 HH Pedal
522	808 HH Pedal
523	Junkyard HH Pedal
524	Dirty HH Pedal
525	Bass HH Pedal
526	Closing HH
Percussion	
527	Metronome Bell
528	Metronome Click
529	Sticks Click
530	Finger Snaps 1
531	Finger Snaps 2
532	Solo Hand Clap
533	House Clap
534	Standard Clap
535	Big Clap
536	Simmons SD5 Clap
537	Simmons SD7 Clap
538	Tambourine 1
539	Tambourine 2
540	Tambourine Hit
541	Tambourine Roll
542	78 Tambourine
543	Vibraslap
544	Agogo Low
545	Agogo High
546	Bongo High 1
547	Bongo Low 1
548	Bongo High 2
549	Bongo Low 2
550	Conga Slap Low
551	Conga Slap High
552	Open Conga High
553	Open Conga Low
554	Conga Slap
555	Conga Bend
556	Mute Conga
557	Conga High
558	Conga Low
559	Electronic Conga
560	808 Conga High
561	808 Conga Mid
562	808 Conga Low
563	Voice Conga High
564	Voice Conga Low
565	Timbale High
566	Timbale Low
567	Timbale Low2
568	Standard Cowbell
569	Cha Cha Bell
570	Bongo Bell
571	Mambo Bell
572	Songo Bell
573	808 Cowbell
574	Simmons SD 5 Cowbell
575	Shaker
576	Cabasa
577	Maracas
578	808 Maracas
579	Short Whistle
580	Long Whistle
581	Guiro Short
582	Guiro Long
583	78 Guiro
584	Claves
585	808 Clave
586	Woodblock
587	Woodblock Low
588	78 Woodblock
589	Cuica Muted
590	Cuica Open
591	Triangle Muted
592	Triangle Open
593	78 Triangle
594	Sleigh Bells
595	Wind Chimes
596	Bell Tree
597	Finger Cymbal
598	Finger Cymbal Muted
599	Castanets
600	Surdo Muted

VOICE LIST

#	Name
601	Surdo Open
602	Taiko
603	Lotus Drum
604	Rain Stick
605	Slap Stick
607	Open Tabla High
608	Tabla Mute 1
606	Open Tabla Low
609	Open Tabla Mid
610	Slap Tabla
611	Tabla Mute 2
612	Tabla Bend
613	Gong
614	Timpani High
615	Timpani Low
616	Piatti Cymbal
617	Gran Cassa and Piatti
618	Orchestra Hit
619	Techno Hit
620	Horns Hit
621	Voice Hit
Melodic	
622	Glockenspiel
623	Music Box
624	Vibraphone
625	Marimba
626	Xylophone
627	Tubular Bell
628	Steel Drum
SFX	
629	Junkyard Spring
630	Electric Slide 1
631	Electric Slide 2
632	High Punch
633	Metal Punch
634	Hi Q Zip
635	Hi Q Zap
636	Saw Wave
637	Pong
638	Punch
639	Low Punch
640	Cartoon Punch
641	Double Punch
642	Glass Break
643	Boing
644	Stream
645	Drain
646	Cat
647	Cricket
648	Baby Bird
649	Birds
650	Look At Da Birdie
651	Rex
652	Spike Jr
653	Spike

#	Name
654	Voice Cough
655	Voice Ugh
656	Voice Mmmm
657	Voice Breath
658	Voice Fuitt
659	Applause
660	Crowd Cheer
661	Stadium Cheer
662	LOL
663	Scream
664	Heartbeat
665	Vintage Phone
666	Church Bell
667	Step 1
668	Step 2
669	Creaky Door
670	Shut the Door
671	Start the Car
672	Skid Marks
673	Drive By
674	Giddy Up
675	Train
676	Helicopter
677	Pipe
678	Thunder
679	Sonar
680	Explosion
681	Cannon
682	Bomb
683	Gun Shot 1
684	Gun shot 2
685	Rifle Shot
686	A-K
687	Laser Ray
688	Celestial
Guitar FX	
689	Guitar Short Chop
690	Guitar Mute 1
691	Guitar Mute 2
692	Guitar Mute 3
693	Guitar Chop 1
694	Guitar Chop 2
695	Oh Yeah
696	Rock On
697	Fret Noise
DJ FX	
698	DJ Wha
699	DJ Freh

#	Name
700	DJ Rub 1
701	DJ Ehvit
702	DJ Rub 2
703	DJ Cut
704	DJ Chikah
705	DJ Rub 3
706	DJ Rub 4
707	DJ Chop
708	DJ Cut 2
709	DJ Rub 5
710	DJ Rub 6
711	DJ Wiki Wiki
712	DJ Rub 7
713	DJ Shot
714	DJ Rub 8
715	DJ Needle Scratch
716	DJ Break
717	DJ Rewind
Loops	
718	Electronica
719	Ballywood 1
720	Ballywood 2
721	Drum Loop 1
722	Drum Loop 2
723	Drum Loop 3
724	Drum Loop 4
725	Drum Loop 5

#	Name

HI-HAT COMBO LIST

#	Name	#	Name
1	Standard A	10	Jazz
2	Standard B	11	Prog
3	Rock	12	Voice
4	Pop	13	House
5	Brush	14	606
6	Vintage	15	808
7	Mini	16	909
8	Classic A	17	Junkyard
9	Classic B	18	Dirty
		19	Bass

KIT LIST

#	Name	#	Name	#	Name
Kit 01	Open Kit	Kit 16	Pop Kit	Kit 31	Simmons Kit 4
Kit 02	Attack Kit	Kit 17	Prog Kit	Kit 32	606 Kit
Kit 03	Standard Kit 1	Kit 18	Single Headed Kit	Kit 33	DJ EFX Kit
Kit 04	Room Kit	Kit 19	Vintage ‘69 Kit	Kit 34	Step Kit
Kit 05	Brazil Kit	Kit 20	Vintage ‘71 Kit	Kit 35	Industry Kit
Kit 06	Simmons Kit 1	Kit 21	Vintage ‘76 Kit	Kit 36	Voice Kit
Kit 07	Rave Kit	Kit 22	Roto Tom Kit	Kit 37	Techno Kit
Kit 08	808 Kit	Kit 23	R&B Kit	Kit 38	Drum N Bass Kit
Kit 09	Rock Kit	Kit 24	Latin Kit	Kit 39	Dirty Kit
Kit 10	Brush Kit 1	Kit 25	Simmons Kit 2	Kit 40	Junkyard Kit
Kit 11	Funk Kit	Kit 26	Steel Drum Kit		
Kit 12	Fusion Kit	Kit 27	Orchestral Kit		
Kit 13	Jazz Kit	Kit 28	Tabla Kit		
Kit 14	Brush Kit 2	Kit 29	Simmons Kit 3		
Kit 15	Standard Kit 2	Kit 30	Cartoon Kit		

SONG LIST

Pattern Loop

#	Name	Beat	Tempo	Measure
1	Funk1	(4/4)	112	8
2	Latin Jazz1	(4/4)	126	8
3	Pop Funk1	(4/4)	106	8
4	Latin Rock	(4/4)	136	8
5	Big Band1	(4/4)	152	8
6	Pop Ballad	(4/4)	80	4
7	Pop Funk2	(4/4)	112	10
8	3/4 Jazz	(3/4)	120	10
9	Pop Bossa	(4/4)	120	8
10	Samba1	(4/4)	236	8
11	6/8 Ballad1	(6/8)	96	4
12	Fusion1	(4/4)	116	8
13	Jazz1	(4/4)	150	8
14	Guitar Bossa	(4/4)	84	8
15	Break Beat1	(4/4)	108	4
16	Smooth Jazz1	(4/4)	90	4
17	Funk2	(4/4)	120	4
18	Smooth Jazz2	(4/4)	110	8
19	Latin Pop	(4/4)	126	8
20	Reggae1	(4/4)	80	4
21	Fusion2	(4/4)	108	8
22	Swing1	(4/4)	172	12
23	Pop Shuffle	(4/4)	86	4
24	Ballad	(4/4)	84	4
25	Piano Rock	(4/4)	90	12
26	Blues1	(4/4)	96	6
27	R&B1	(4/4)	180	8
28	Funk3	(4/4)	108	4
29	Mambo1	(4/4)	126	8
30	Latin Dance	(4/4)	126	8
31	Drum n'Bass1	(4/4)	170	8
32	Pop Rock	(4/4)	98	8
33	Punk	(4/4)	136	8
34	Fusion3	(4/4)	112	8
35	Break Beat2	(4/4)	110	4
36	Dance Rock	(4/4)	128	8
37	Funk4	(4/4)	116	4
38	Fusion4	(4/4)	90	4
39	Reggae2	(4/4)	92	4
40	Country Blues	(4/4)	128	10
41	Pop	(4/4)	112	8
42	Dance1	(4/4)	128	8
43	R&B2	(4/4)	86	8
44	Rock n'Roll	(4/4)	142	8
45	Boogie1	(4/4)	156	12
46	Beguine1	(4/4)	110	4
47	New Age	(4/4)	100	4
48	16 Beat	(4/4)	92	8
49	Hard Rock1	(4/4)	100	8
50	6/8 Ballad2	(6/8)	90	8
51	Dance2	(4/4)	140	8
52	8Beat	(4/4)	100	8
53	Blues2	(4/4)	170	12
54	Disco	(4/4)	148	8
55	Arabic1	(4/4)	106	4
56	80's Pop	(4/4)	120	4
57	Arabic2	(4/4)	106	4
58	Rockability	(4/4)	168	8
59	Piano Ballad	(4/4)	70	8
60	New Wave	(4/4)	156	8

One Shot

#	Name	Beat	Tempo	Measure
61	Latin Jazz2	(4/4)	80	30
62	Country	(4/4)	68	25
63	Fusion5	(4/4)	98	43
64	Big Band2	(4/4)	146	50
65	Slow Fusion	(4/4)	82	28
66	Modern Jazz	(4/4)	126	38
67	Drum N'Bass2	(4/4)	156	50
68	Salsa	(4/4)	110	25
69	Samba2	(4/4)	116	27
70	Bluegrass	(2/4)	124	53
71	Techno1	(4/4)	126	44
72	Mambo2	(4/4)	110	27
73	Beguine2	(4/4)	114	40
74	Reggae3	(4/4)	130	45
75	Bossa	(4/4)	136	34
76	Jazz2	(4/4)	82	23
77	Funk5	(4/4)	90	25
78	Funk6	(4/4)	110	26
79	Surf Rock	(4/4)	156	55
80	R&B3	(4/4)	98	42
81	Swing2	(4/4)	180	64
82	Techno2	(4/4)	142	50
83	6/8 Ballad3	(6/8)	60	24
84	Boogie2	(4/4)	186	49
85	Metal	(4/4)	120	36
86	Hardrock2	(4/4)	156	46
87	Latin	(4/4)	108	43
88	Funk7	(4/4)	110	49
89	Blues3	(4/4)	88	38
90	Hip-hop	(4/4)	98	24

Drum Loop Percussion Loop

#	Name	Beat	Tempo	Measure
91	Acoustic Loop	(4/4)	200	8
92	Funk Loop	(4/4)	110	4
93	Brush Loop	(4/4)	150	4
94	Latin Drum Loop	(4/4)	120	4
95	Garage Loop	(4/4)	120	4
96	Shuffle Loop	(4/4)	110	4
97	Rock Loop	(4/4)	150	4
98	Swing Loop	(4/4)	172	4
99	Hard Funk Loop	(4/4)	100	4
100	Punk Loop	(4/4)	120	4
101	World Loop	(4/4)	170	12
102	Latin Percu Loop	(4/4)	120	4
103	Bossa Loop	(4/4)	142	4
104	Samba Loop	(4/4)	116	8
105	3/4 Pop Loop	(3/4)	80	4
106	Pop Loop	(4/4)	126	4
107	Jazz Loop	(4/4)	174	8
108	Reggae Loop	(4/4)	132	12
109	Africa Loop	(4/4)	120	8
110	Latin Rock Loop	(4/4)	136	6

GENERAL MIDI VOICE LIST

PIANO
001 Acoustic Grand Piano
002 Bright Acoustic Piano
003 Electric Grand Piano
004 Honky-Tonk Piano
005 Electric Piano 1
006 Electric Piano 2
007 Harpsichord
008 Clavichord

CHROMATIC PERCUSSION
009 Celesta
010 Glockenspiel
011 Music Box
012 Vibraphone
013 Marimba
014 Xylophone
015 Tubular Bells
016 Dulcimer

ORGAN
017 Drawbar Organ
018 Percussive Organ
019 Rock Organ
020 Church Organ
021 Reed Organ
022 Accordion
023 Harmonica
024 Tango Accordion

GUITAR
025 Acoustic Nylon Guitar
026 Acoustic Steel Guitar
027 Electric Jazz Guitar
028 Electric Clean Guitar
029 Electic Muted Guitar
030 Overdriven Guitar
031 Distortion Guitar
032 Guitar Harmonics

BASS
033 Acoustic Bass
034 Electric Bass (finger)
035 Electric Bass (pick)
036 Fretless Bass
037 Slap Bass 1
038 Slap Bass 2
039 Synth Bass 1
040 Synth Bass 2

STRINGS
041 Violin
042 Viola
043 Cello
044 Contrabass
045 Tremolo Strings
046 Pizzicato Strings
047 Orchestral Harp
048 Timpani

ENSEMBLE
049 String Ensemble 1
050 String Ensemble 2
051 Synth Strings 1
052 Synth Strings 2
053 Choir "Aahs"
054 Voice "Oohs"
055 Synth Voice
056 Orchestra Hit

BRASS
057 Trumpet
058 Trombone
059 Tuba
060 Muted Trumpet
061 French Horn
062 Brass Section
063 Synth Brass 1
064 Synth Brass 2

REED
065 Soprano Sax
066 Alto Sax
067 Tenor Sax
068 Baritone Sax
069 Oboe
070 English Horn
071 Bassoon
072 Clarinet

PIPE
073 Piccolo
074 Flute
075 Recorder
076 Pan Flute
077 Bottle Blow
078 Shakuhachi
079 Whistle
080 Ocarina

SYNTH LEAD
081 Lead 1 (square)
082 Lead 2 (sawtooth)
083 Lead 3 (caliope lead)
084 Lead 4 (chiff lead)
085 Lead 5 (charang)
086 Lead 6 (voice)
087 Lead 7 (fifths)
088 Lead 8 (bass + lead)

SYNTH PAD
089 Pad 1 (new age)
090 Pad 2 (warm)
091 Pad 3 (polysynth)
092 Pad 4 (choir)
093 Pad 5 (bowed)
094 Pad 6 (metallic)
095 Pad 7 (halo)
096 Pad 8 (sweep)

SYNTH EFFECT
097 FX 1 (rain)
098 FX 2 (soundtrack)
099 FX 3 (crystal)
100 FX 4 (atmosphere)
101 FX 5 (brightness)
102 FX 6 (goblins)
103 FX 7 (echoes)
104 FX 8 (sci-fi)

ETHNIC
105 Sitar
106 Banjo
107 Shamisen
108 Koto
109 Kalimba
110 Bagpipe
111 Fiddle
112 Shanai

PERCUSSIVE
113 Tinkle Bell
114 Agogo
115 Steel Drums
116 Woodblock
117 Taiko Drum
118 Melodic Tom
119 Synth Drum
120 Reverse Cymbal

SOUND EFFECT
121 Guitar Fret Noise
122 Breath Noise
123 Seashore
124 Bird Tweet
125 Telephone Ring
126 Helicopter
127 Applause
128 Gunshot

GENERAL MIDI KIT LIST

Percus Kit GM PC	01: Standard 1 00	02: Standard 2 04	03: Room 08	04: Rock 16	05: Funk 17	06: Electronic 24
27 D#1	High Q	←	←	←	←	←
28 E1	Slap	←	←	←	←	←
29 F1	Scratch Push	←	←	←	←	←
30 F#1	Scratch Pull	←	←	←	←	←
31 G1	Stick	←	←	←	←	←
32 G#1	Square Click	←	←	←	←	←
33 A1	Metronome Click	←	←	←	←	←
34 A#1	Metronome Bell	←	←	←	←	←
35 B1	Standard Bass Drum 2	←	Room Bass Drum 2	Rock Bass Drum 2	Hip Bass Drum 1	←
36 C2	Classic Bass Drum 1	Standard Bass Drum 1	Room Bass Drum 1	Rock Bass Drum 1	Funk Bass Drum 1	Electr. Bass Drum 1
37 C#2	Side Stick	←	←	←	←	←
38 D2	Classic Snare 1	Standard Snare Drum 1	Room Snare 1	Rock Snare	Funk Snare	Hard Snare
39 D#2	Hand Clap	←	←	←	←	←
40 E2	Classic Rim Shot	Standard Rim Shot	Room Snare 2	Rock Rim Shot	Funk Rim Shot	Electronic Snare
41 F2	Classic Tom 6	Standard Tom 6	Room Tom 6	Rock Tom 6	←	Electr. Tom 6
42 F#2	Classic Close Hi-Hat	Standard Close Hi-Hat	Rock Close Hi-Hat	Rock Close Hi-Hat	←	Electr. Close Hi-Hat
43 G2	Classic Tom 5	Standard Tom 5	Room Tom 5	Rock Tom 5	←	Electr. Tom 5
44 G#2	Classic Hi-Hat Foot	Standard Hi-Hat Foot	Rock Hi-Hat Foot	Rock Hi-Hat Foot	←	Electr. Hi-Hat Foot
45 A2	Classic Tom 4	Standard Tom 4	Room Tom 4	Rock Tom 4	←	Electr. Tom 4
46 A#2	Classic Open Hi-Hat	Standard Hi-Hat Open	Rock Hi-Hat Open	Rock Hi-Hat Open	←	Electr. Hi-Hat Open
47 B2	Classic Tom 3	Standard Tom 3	Room Tom 3	Rock Tom 3	←	Electr. Tom 3
48 C3	Classic Tom 2	Standard Tom 2	Room Tom 2	Rock Tom 2	←	Electr. Tom 2
49 C#3	Classic Crash 1	Standard Crash 1	Crash 1	←	←	Crash 1
50 D3	Classic Tom 1	Standard Tom 1	Room Tom 1	Rock Tom 1	←	Electr. Tom 1
51 D#3	Classic Ride1	Standard Ride 1	Rock Ride	←	←	Standard Ride 2
52 E3	Classic China	←	Rock China	Rock China	←	←
53 F3	Classic Ride Bell	←	Rock Ride Bell	Rock Ride Bell	←	←
54 F#3	Tambourine	←	←	←	←	←
55 G3	Classic Splash	←	Rock Splash	Rock Splash	←	←
56 G#3	Cowbell	Cowbell 2	Rock CowBell	Rock CowBell	←	←
57 A3	Classic Crash 2	Standard Crash 2	Rock Crash	Standard Crash 2	Standard Crash 2	Rock Crash
58 A#3	Vibra Slap	←	←	←	←	←
59 B3	Classic Ride 2	←	←	←	←	←
60 C4	Hi Bongo	←	←	←	←	←
61 C#4	Low Bongo	←	←	←	←	←
62 D4	Mute Conga	←	←	←	←	←
63 D#4	Hi Conga	←	←	←	←	←
64 E4	Low Conga	←	←	←	←	←
65 F4	High Timbale	←	←	←	←	←
66 F#4	Low Timbale	←	←	←	←	←
67 G4	High Agogo	←	←	←	←	←
68 G#4	Low Agogo	←	←	←	←	←
69 A4	Cabasa	←	←	←	←	←
70 A#4	Maracas	←	←	←	←	←
71 B4	Short Whistle	←	←	←	←	←
72 C5	Long Whistle	←	←	←	←	←
73 C#5	Short Guiro	←	←	←	←	←
74 D5	Long Guiro	←	←	←	←	←
75 D#5	Claves	←	←	←	←	←
76 E5	Hi Wood Block	←	←	←	←	←
77 F5	Low Wood Block	←	←	←	←	←
78 F#5	Mute Cuica	←	←	←	←	←
79 G5	Open Cuica	←	←	←	←	←
80 G#5	Mute Triangle	←	←	←	←	←
81 A5	Open Triangle	←	←	←	←	←
82 A#5	Shaker	←	←	←	←	←
83 B5	SleighBell	←	←	←	←	←
84 C6	Belltree	←	←	←	←	←
85 C#6	Castanets	←	←	←	←	←
86 D6	Mute Surdo	←	←	←	←	←
87 D#6	Open Surdo	←	←	←	←	←
88 E6	Taiko	←	←	←	←	←
89 F6	LotusDrum	←	←	←	←	←
90 F#6	Rain Stick	←	←	←	←	←
91 G6	Finger Snaps	←	←	←	←	←
92 G#6	Finger Cymbals	←	←	←	←	←
93 A6	Finger Cymbals Muted	←	←	←	←	←
94 A#6	Bell Tree	←	←	←	←	←
95 B6	Gong	←	←	←	←	←
96 C7	Spring	←	←	←	←	←

← Same Voice as Standard Kit

Percus Kit GM PC	07: 808 25	08: Jazz 32	09: Brush 40	10: Orchesrta 48	11: Percussion 52	12: Effects 56
27 D#1	←	←	←	Brush Close Hi-Hat	Sticks	Buzz
28 E1	←	←	←	Brush Hi-Hat Foot	Key Click	Gong
29 F1	←	←	←	Brush Open Hi-Hat	Metronome Bell	Scratch FX1
30 F#1	←	←	←	←	Metronome Click	Scratch FX2
31 G1	←	←	←	←	China 1	Scratch FX3
32 G#1	←	←	←	←	China 2	Scratch FX4
33 A1	←	←	←	←	Splash 1	Gtr.Cut Noise
34 A#1	←	←	←	←	Rock Splash	Gtr.Cut Noise 2 (up)
35 B1	909 Bass Drum	Jazz Bass Drum 2	Jazz Bass Drum 3	Orchestra BD & Piatti	Crash 1	Muted Dist.Gtr. 1
36 C2	808 Bass Drum	Jazz Bass Drum 1	Brush Bass Drum 1	Orchestra Bass Drum	China 3	Muted Dist.Gtr. 2
37 C#2	808 X-Stick	←	←	←	Orchestra Crash	Dist.Gtr. Slide 1
38 D2	808 Snare	Jazz Snare	Brush Snare 1	Orchestra Snare 1	Orch. Hand Cymbal	Dist.Gtr. Slide 2
39 D#2	←	←	Brush Snare 2	Castanets	Solo Clap	High Q
40 E2	909 Snare	Jazz Rim Shot	Brush Roll Snare	Orchestra Snare 2	Hi Bongo 1	Slap
41 F2	808 Tom 6	Jazz Tom 6	Brush Tom 6	Timpani F	Low Bongo 1	Scratch Push
42 F#2	808 Close Hi-Hat	Jazz Close Hi-Hat	Brush Close Hi-Hat	Timpani F#	Conga Slap Low	Scratch Pull
43 G2	808 Tom 5	Jazz Tom 5	Brush Tom 5	Timpani G	Conga Slap High	Sticks
44 G#2	808 Hi-Hat Foot	Jazz Hi-Hat Foot	Brush Hi-Hat Foot	Timpani G#	Open Conga Hi	Square Click
45 A2	808 Tom 4	Jazz Tom 4	Brush Tom 4	Timpani A	Open Conga Low	Metronome Click
46 A#2	808 Hi-Hat Open	Jazz Hi-Hat Open	Brush Hi-Hat Open	Timpani A#	Conga Slap	Metronome Bell
47 B2	808 Tom 3	Jazz Tom 3	Brush Tom 3	Timpani B	Conga Bend	Guitar Slide
48 C3	808 Tom 2	Jazz Tom 2	Brush Tom 2	Timpani C	Gong	Gtr.CutNoise 1
49 C#3	808 Crash 1	←	Brush Crash	Timpani C#	Bell Tree	Gtr.Cut Noise 2
50 D3	808 Tom 1	Jazz Tom 1	Brush Tom 1	Timpani D	Finger Cymbals	Gtr.Cut Noise 3
51 D#3	Electronic Ride	Jazz Ride	Brush Ride	Timpani D#	Finger Cymbals Muted	Key Click
52 E3	909 Crash 1	←	←	Timpani E	Rain Stick	Laugh
53 F3	707 Ride	←	←	Timpani F	Tambourine 1	Scream
54 F#3	78 Tambourine	←	←	←	Tambourine Hit	Punch
55 G3	909 Crash 2	←	←	←	Tambourine Roll	Heart Beat
56 G#3	808 Cowbell	←	←	←	Cowbell 1	Footstep1
57 A3	808 Crash 2	China 2	Brush Crash	Orchestra Cymbals	Cowbell 2	Footstep2
58 A#3	←	←	←	←	Vibra Slap	Applause
59 B3	606 Crash	←	←	Orchest. Hand Cymbals	Spring	Door Creak
60 C4	←	←	←	←	Hi Bongo	Door Slam
61 C#4	←	←	←	←	Low Bongo	Scratch
62 D4	808 Hi Conga	←	←	←	Mute Conga	Wind Chine
63 D#4	808 Mid Conga	←	←	←	Hi Conga	Car Engine Start
64 E4	808 Low Conga	←	←	←	Low Conga	Car Break
65 F4	←	←	←	←	High Timbale	Car Pass By
66 F#4	←	←	←	←	Low Timbale	Gun Shot
67 G4	←	←	←	←	High Agogo	Crickets
68 G#4	←	←	←	←	Low Agogo	Train
69 A4	←	←	←	←	Cabasa	Noise
70 A#4	808 Maracas	←	←	←	Maracas	Helicopter
71 B4	←	←	←	←	Short Whistle	Industrial Noise
72 C5	←	←	←	←	Long Whistle	Gun Shot
73 C#5	78 Guiro	←	←	←	Short Guiro	Machine Gun
74 D5	←	←	←	←	Long Guiro	Laser Gun
75 D#5	808 Clave	←	←	←	Claves	Explosion
76 E5	←	←	←	←	Hi Wood Block	Dog Bark
77 F5	78 Woodblock	←	←	←	Low Wood Block	Horse Gallop
78 F#5	←	←	←	Finger Cymbals	Mute Cuica	Birds Chirping
79 G5	←	←	←	Finger Cymbals Muted	Open Cuica	Rain
80 G#5	←	←	←	←	Mute Triangle	Thunder
81 A5	78 Triangle	←	←	←	Open Triangle	Wind
82 A#5	←	←	←	←	Shaker	Sea Shore
83 B5	←	←	←	←	SleighBell	Stream
84 C6	←	←	←	←	Belltree	Bubbles
85 C#6	←	←	←	←	Castanets	Cat
86 D6	←	←	←	←	Mute Surdo	Bird
87 D#6	←	←	←	←	Open Surdo	Dog
88 E6	←	←	←	Crowd Cheer 1	Taiko	Cheer 1
89 F6	←	←	←	Old Phone	LotusDrum	Old Phone
90 F#6	←	←	←	Church Bell	Open Tabla High	Church Bell
91 G6	←	←	←	Applause 1	Tabla Mute 1	Applause 1
92 G#6	←	←	←	Applause 2	Open Tabla Low	Applause 2
93 A6	←	←	←	Crowd Cheer 2	Open Tabla Mid	Cheer 2
94 A#6	←	←	←	Orchestra Hit	Slap Tabla	Cannon
95 B6	←	←	←	←	Tabla Mute 2	Noise
96 - C7	←	←	←	←	Tabla Bend	Train

← Same Voice as Standard Kit

MIDI IMPLEMENTATION CHART (DRUMS)

Function		Transmitted	Recognized	Remarks
Basic	Default	10 ch	10 ch	
Channel	Changed	X	X	
	Default	X	X	
Mode	Messages	X	X	
	Altered	**********	**********	
Note		0–127	0–127	
Number	True voice	**********	0–127	
Velocity	Note on	0 (99H, V=1–127)	0 (9nH,V=1-127)	
	Note off	0 (99H,V=0)	X	
After	Keys	0	0	Choke function
Touch	Channels	X	X	
Pitch Bend		X	X	
Control	0	X	X	Bank Select
	1	X	X	Modulation
	6	X	X	Data Entry
	7	X	X	Volume
	10	X	X	Pan
	11	X	X	Expression
	64	X	X	Sustain Pedal
	66	X	X	Sostenuto Pedal
	67	X	X	Soft Pedal
	80	X	X	Reverb Program
	81	X	X	Chorus Program
	91	X	X	Reverb Level
	93	X	X	Chorus Level
	100, 101	X	X	RPN LSB, MSB
	Program Change	0	0	
System	Exclusive	X	0	GM ON/OFF
System	: Song Position	X	X	
Common	: Song Select	X	X	
	: Tune	X	X	
System	: Clock	X	X	
Real Time	: Commands	X	X	
AUX	: Local ON/OFF	X	X	
Messages	: All Sound Off	X	X	
	: Reset All	X	X	
	: Controllers	0	X	
	: All Notes Off	X	X	
	: Active Sense			
	: Reset			

0: YES
X: NO

MIDI IMPLEMENTATION CHART (MIDI)

Function		Transmitted	Recognized	Remarks
Basic	Default	X	1-16 ch	
Channel	Changed	X	X	
	Default	X	X	
Mode	Messages	X	X	
	Altered	**********	**********	
Note		X	0–127	
Number	True voice	**********	0–127	
Velocity	Note on	X	0 (9nH,V=1-127)	
	Note off	X	0 (8nH or 9nH, V=0)	
After	Keys	X	X	
Touch	Channels	X	X	
Pitch Bend		X	0	
Control	0	X	X	Bank Select
	1	X	0	Modulation
	5	X	0	Portamento Time
	6	X	0	Data Entry
	7	X	0	Volume
	10	X	0	Pan
	11	X	0	Expression
	64	X	0	Sustain Pedal
	65	X	0	Portamento ON/OFF
	66	X	0	Sostenuto Pedal
	67	X	0	Soft Pedal
	80	X	0	Reverb Program
	81	X	0	Chorus Program
	91	X	0	Reverb Level
	93	X	0	Chorus Level
	100, 101	X	0	RPN LSB, MSB
	Program Change	X	0	
System	Exclusive	X	0	GM ON/OFF
System	: Song Position	X	X	
Common	: Song Select	X	X	
	: Tune	X	X	
System	: Clock	X	X	
Real Time	: Commands	X	X	
AUX	: Local ON/OFF	X	X	
Messages	: All Sound Off	X	0	
	: Reset All	X	0	
	: Controllers	0	X	
	: All Notes Off	X	X	
	: Active Sense			
	: Reset			

0: YES
X: NO

Valid RPN: 0,1,2

MIDI IMPLEMENTATION CHART (SEQUENCER)

Function		Transmitted	Recognized	Remarks
Basic	Default	10-16 ch	1-16 ch	Ch 10: Transmitted to
Channel	Changed	X	X	internal Drums only
	Default	X	X	
Mode	Messages	X	X	
	Altered	**********	**********	
Note		0–127	0–127	
Number:	True Voice	**********	0–127	
Velocity:	Note on	0 (99H, V=1–127)	0 (9nH,V=1-127)	
	Note off	0 (99H,V=0)	0 (8nH or 9nH, V=0)	
After	Keys	0	0	Drums part only (choke)
Touch	Channels	X	X	
Pitch Bend		0	0	
Control	0	0*,**	X	Bank Select
	1	0	0	Modulation
	5	X	X	Portamento Time
	6	0*,**	X	Data Entry
	7	0**	X	Volume
	10	0**	X	Pan
	11	0	0	Expression
	64	0	0	Sustain Pedal
	65	X	X	Portamento ON/OFF
	66	0	0	Sostenuto Pedal
	67	0	0	Soft Pedal
	80	X	X	Reverb Program
	81	X	X	Chorus Program
	91	0*,**	X	Reverb Level
	93	0*,**	X	Chorus Level
	100, 101	0*,**	X	RPN LSB, MSB, valid:0
	Program Change	0	X	
System	Exclusive	X	X	
System	: Song Position	X	X	
Common	: Song Select	X	X	
	: Tune	X	X	
System	: Clock	0	X	
Real Time	: Commands	0	X	Start, Continue, Stop
AUX	: Local ON/OFF	X	X	
Messages	: All Sound Off	X	X	
	: Reset All	0	0	
	: Controllers	0	0	
	: All Notes Off	0	X	
	: Active Sense	X	X	
	: Reset			

0: YES
X: NO

* only transmitted if data exists in song loaded from card
** only transmitted once at start of song

For more details on your Simmons® SD9K Digital Drum Kit, visit
www.simmonsdrums.net and download a PDF version of this manual.

One (1) 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 one (1) year 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.

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Full-featured drum kits, advanced practice pads, hybrid kits, versatile amps and more.

SD7PK

ELECTRONIC DRUM SET

High-quality pads and toms for pro feel. Sturdy frame and rack clamps enhances durability. Module includes 300 voices, 20 preset kits, 30 user kits, and USB connectivity.

SD9K

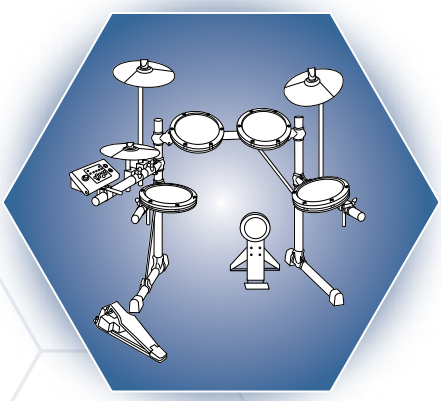
ELECTRONIC DRUM SET

Sleek-looking module includes 725 voices, 40 preset kits, and room for an additional 59 user kits. Includes dual-zone snare drum pad, plus three dual-zone, choke-able cymbals and Hi-Hat.

SDHB2

HYBRID DRUM KIT

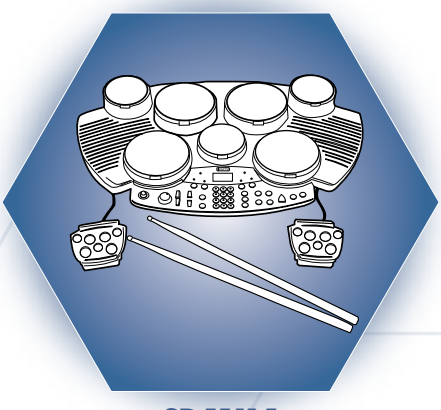
Expand your acoustic drum kit with digital sounds. Includes two 9" pro pads, two piezo triggers, and all the cables you need. Module includes 300 voices, 20 present kits, 30 user kits and USB connectivity.



SD5K

ELECTRONIC DRUM SET

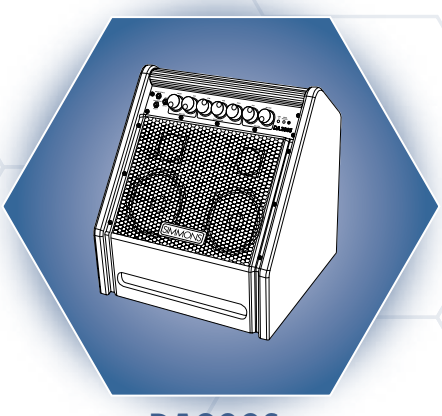
Versatile and easy to set up. Features sensitive drum pads that are durable, responsive and accurate. Sound module sports 237 sounds, 22 preset kits and storage for 10 user kit settings.



SDMK4

DIGITAL MULTI PAD ELECTRONIC DRUM SET

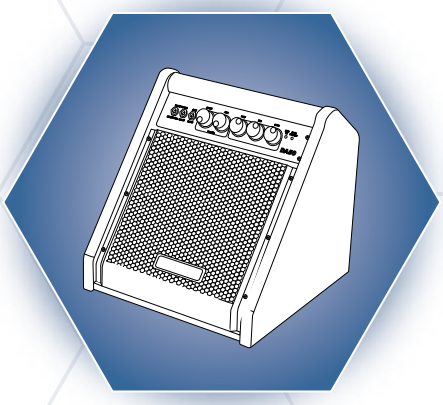
Ideal for practicing and recording on the go, this AC/DC powered digital drum multi-pad gives you 7 velocity-sensitive pads. Discover new rhythms with its 1000-note recording feature.



DA200S

200W STEREO DRUM AMP

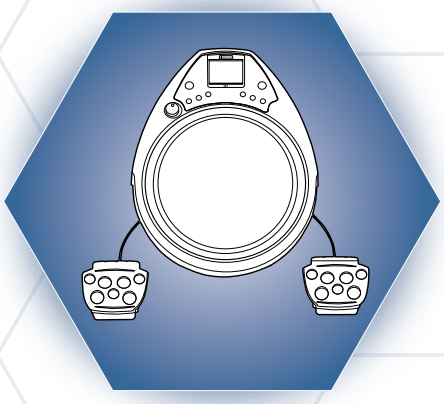
A 200-Watt, stereo drum amp featuring a 12" sub-woofer and a pair of mid-range and hi-frequency speakers. The 3-band EQ and 20 - 20kHz frequency response ensure great sound.



DA50

50W DRUM AMP

Heavy-duty 10" speaker and 2" tweeter provide deep bass tones, accurate reproduction of snare and toms, and cymbals that cut through crystal clear. Features stereo and aux inputs. Turn the dimpled knobs with your drumstick!



SD1

ELECTRONIC DRUM PRACTICE PAD

With 65 pad sounds and 24 rhythms, this advanced practice pad allows drummers to expand their skill set with a wide variety of rhythms. The ideal tool for building your speed, accuracy and timing.

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All products from our spring 2009 line.