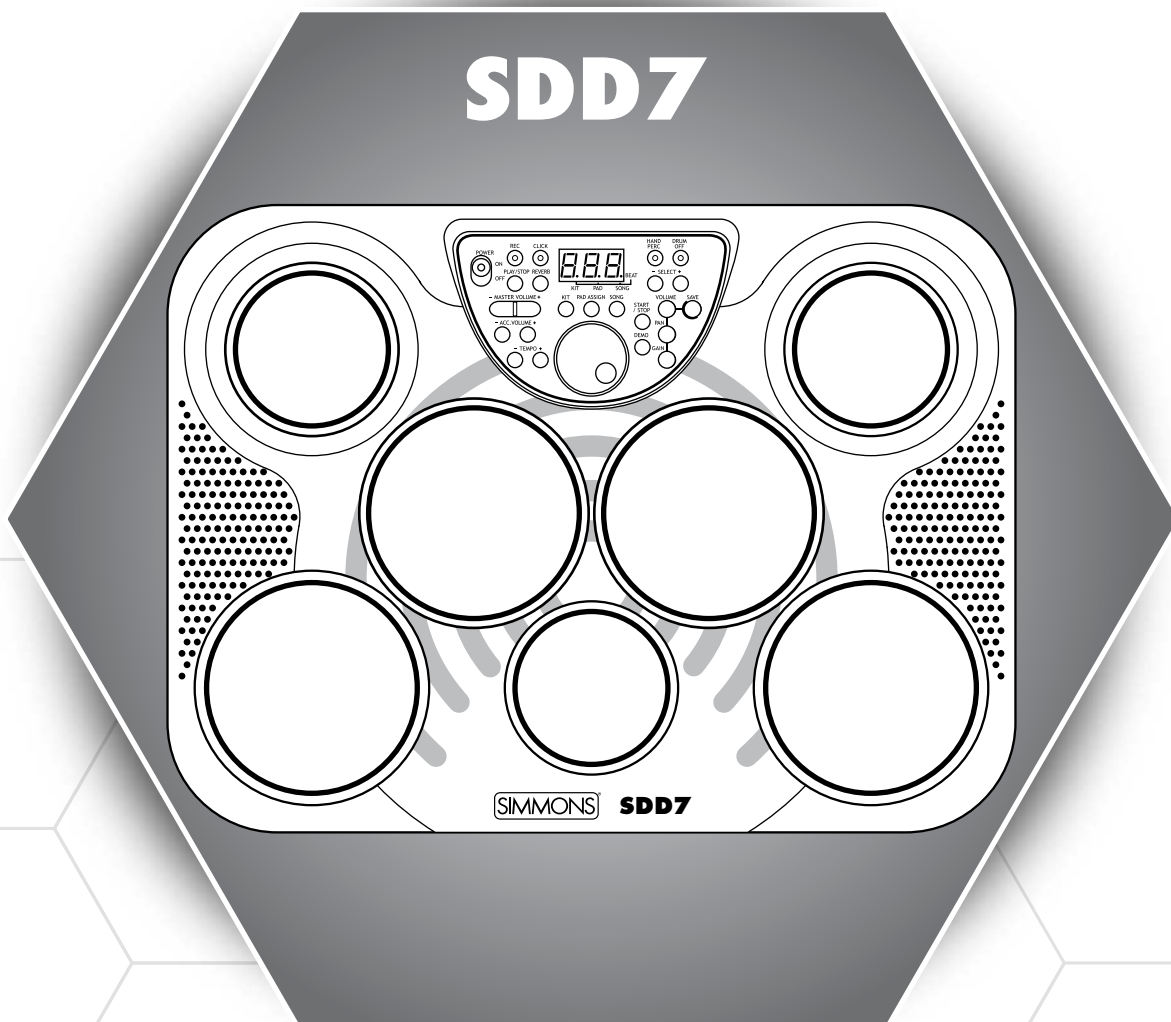




The first name in electronic drums.



Multi-Pad Electronic Drum Kit

**OWNER'S MANUAL**

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



# CONGRATULATIONS!

Thank you for purchasing the Simmons® SDD7 Multi-Pad Electronic Drum Kit.

To get the most enjoyment from your new tabletop digital drum, we recommend that you review this manual at least once, then refer back to it often to learn more about specific functions.

This Owner's Manual can be downloaded from the Simmons website at [simmonsdrums.net](http://simmonsdrums.net).

So that we may better serve you, please register your warranty today at [simmonsdrums.net](http://simmonsdrums.net).

## TAKING CARE OF YOUR MULTI-PAD ELECTRONIC DRUM KIT

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### Location

Keep the unit 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 SDD7 is not in use.
- The AC adapter should be unplugged if the SDD7 is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that is also powering 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.
- Turn OFF the SDD7's power switch and all related devices prior to connecting or disconnecting cables to avoid damaging the unit.

### 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 unit.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the unit can result in scratches and more serious damage.

### Cleaning

- Clean the unit 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 unit.

### Radio Interference

- The SDD7 contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SDD7 further away from the affected equipment.

### Service and Modification

- There are no user-serviceable parts in the SDD7.
- Do not attempt to open the drum unit or make any changes in the circuits or parts of the unit. This would void the warranty.

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# SETTING UP

## POWER SUPPLY

Your digital multi-pad will run on either batteries or a power adapter. Follow the instructions below according to the power source you intend to use.

### Using an AC-Adapter

- 1 Connect the power adapter to the DC IN jack located on the rear panel of the unit and plug the AC power adapter into an AC power outlet.

*Note: Do not use adapters other than the one specified. The technical specification of the adapter is a DC 12V 2200mA, center positive.*

### Using Batteries

- 2 Open the battery compartment cover on the underside of the unit.
- 3 Insert six "C" size R 14, SUM-2 or equivalent batteries. When inserting the batteries, be careful to follow the polarity markings in the illustration.

*Note: We suggest using alkaline batteries.*

- 4 Close the battery compartment securely.

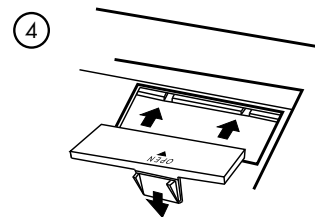
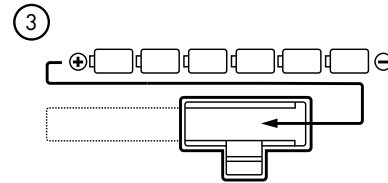
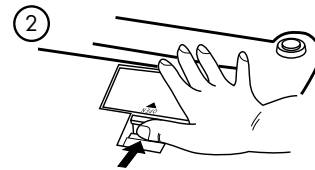
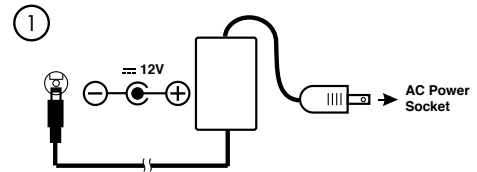
*Note: Power will be automatically drawn from the AC adapter if an optional AC adapter is connected while batteries are installed in the instrument.*

**Caution:** It is recommended that you replace worn batteries as soon as possible. When battery voltage drops, the display will dim and / or the sound will become distorted, when this occurs, replace the batteries with a complete set of six new batteries of the same type.

NEVER mix old and new batteries, different types of batteries (alkaline, magnesium, etc.), batteries by different makers, or batteries from the same maker but of different types.

Misuse may cause the instrument to become hot, result in fire, or battery leakage.

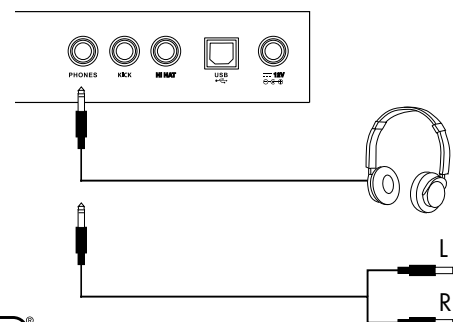
To prevent damage due to battery leakage, remove all the batteries from the instrument when it is not to be used for an extended period of time. Batteries left in an unused instrument will also lose their power over time.



## USING HEADPHONES/SOUND SYSTEM/RECORDER

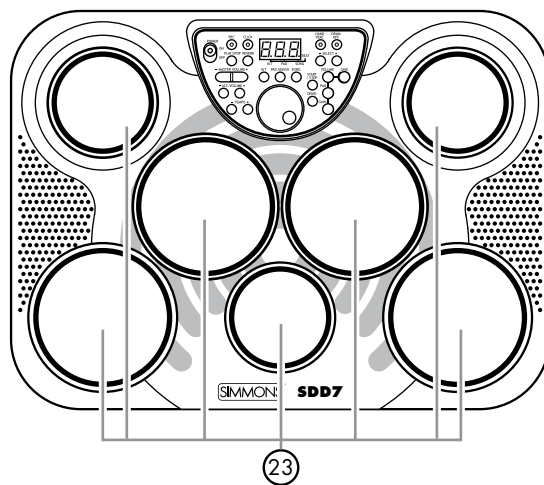
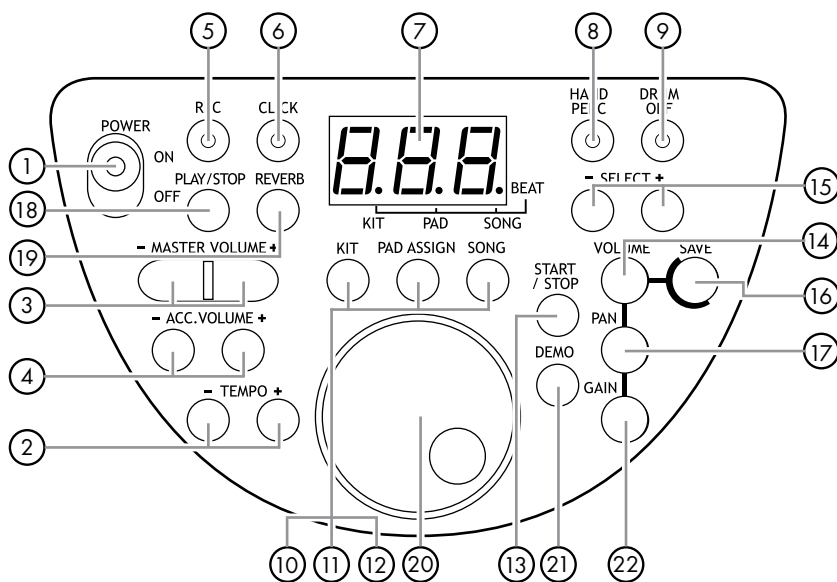
An optional set of stereo headphones can be connected to the PHONES/OUTPUT jack located on the rear panel. When a pair of headphones is connected to the jack, the internal speakers of the unit will switch off automatically, perfect for private practice or late night playing. If you want to use with an external sound system, the headphone jack can also be used to connect the digital multi-pad to a stereo system or mixing console.

*Note: Turn off the power on all equipment before making any connections.*



## PANEL CONTROLS

### TOP PANEL



#### ① Power On/Off

This switch turns power on/off.

#### ② Tempo +/-

These buttons are used to change current tempo.

#### ③ Master Volume +/-

These pads can be used to change the master volume.

#### ④ Acc. Volume +/-

These buttons can be used to change the accompaniment volumes.

#### ⑤ Rec and LED Indicator

This button can be used to start or stop recording.

#### ⑥ Click and LED Indicator

This button is used to turn on or off the metronome.

#### ⑦ 3-Digit LED

This LED is the main display device for the SDD7, which will show the parameters of current menu.

#### ⑧ Hand Percussion and LED Indicator

This button can be used to turn on the hand percussion function.

#### ⑨ Drum Off and LED Indicator

This button is used to enable or disable drum off function.

#### ⑩ Kit

This button is used to enter kit menu.

#### ⑪ Pad Assign

This button is used to enter voice or volume menu.

#### ⑫ Song

This button is used to enter song menu.

#### ⑬ Start/Stop

This button can be used to start or stop a song.

#### ⑭ Volume

This button can be used to change the volume of individual pads or triggers.

#### ⑮ Select +/-

These buttons can be used to change values (kit number, voice number, song number, etc.) when editing.

#### ⑯ Save

This button is used to save current kit setting to a user kit.

#### ⑰ Pan

This button can be used to change the listening field of a pad.

#### ⑱ Play/Stop

This button can be used to start or stop recording replay.

#### ⑲ Reverb

This button is used to change the reverb level.

#### ⑳ Data Wheel

This dial can be used to change values (kit number, voice number, song number, etc.) when editing.

#### ㉑ Demo

This button can be used to start or stop the demo song.

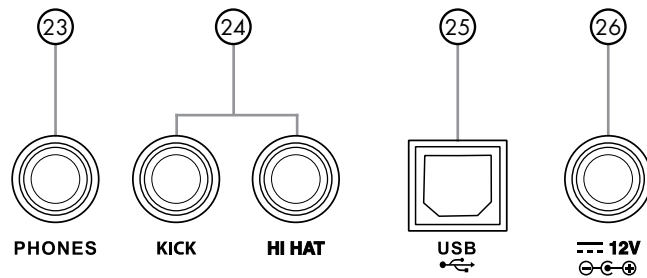
#### ㉒ Gain

This button can be used to change the gain of a pad.

#### ㉓ Playing Surfaces

There are 7 pads on the SDD7. When a pad is struck, it triggers the assigned voice.

## REAR PANEL



### 23 Phones Jack

This jack is used to connect with headphones.

### 24 Pedal Input Jacks

Kick and hi-hat pedal input jacks.

### 25 USB Jack

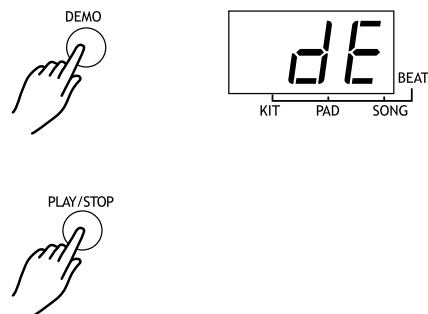
Provides MIDI connectivity between the SDD7 and a computer.

### 26 DC Input

Connect to the DC 12V power supply.

## DEMO

Press **[DEMO]** to start or stop the demo song. The 3-digit LED will display "dE". You can also press **[START/STOP]** to stop the demo song.

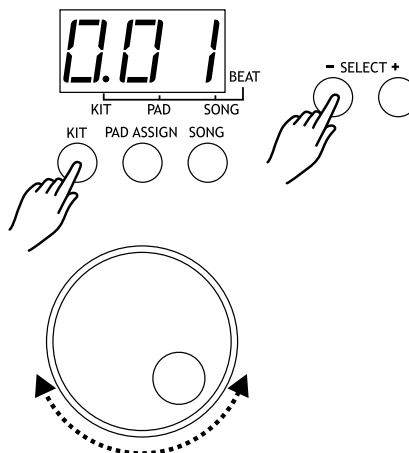


## OPERATION

### SELECTING A DRUM KIT

The SDD7 defaults to KIT mode, when powered on, drum kit 001. To select a different drum kit, press the **[KIT]** button and use the **[SELECT] [+]** / **[-]** or **[DATA WHEEL]** to choose any drum kit (1-30) on the 3 segment LED screen.

*Note: When the SDD7 is in KIT mode, a red dot appears in the screen above **[KIT]**.*



### HAND PERCUSSION

Press **[HAND PERC]** to enter the hand percussion mode with the hand mode indicator lit. The song number is 5 and the kit number is 21.

*Note: **[HAND PERC]** mode does not work with song playback.*



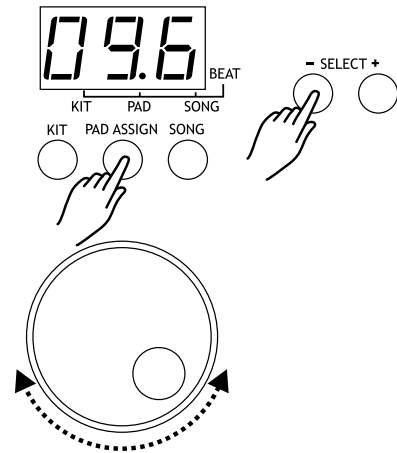
# EDITING KITS AND PADS

## SETTING THE PAD VOICE

Press the **[PAD ASSIGN]** button to change the sound of an individual pad or trigger. When in pad assign mode, a red dot will appear in the LED menu above **[PAD]**.

In pad assign mode, striking a pad once will identify the 3 voice number on the LED menu. Hitting the pad again will advance that pad to the next sound (1-215). You can also use the **[SELECT] [+]** / **[SELECT] [-]** or **[DATA WHEEL]**.

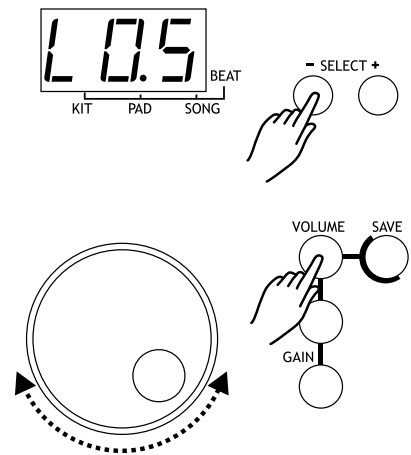
Please see the Appendix for a complete list of sounds.



## SETTING THE PAD VOLUME

Press **[VOLUME]** to enter pad assign menu. If pad assign menu is selected, the corresponding menu indicator will be lit.

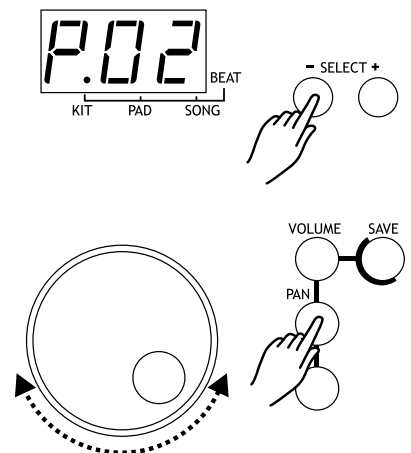
The LED menu will display the volume of the currently selected pad or trigger. To select a different pad, strike the pad once. Use the **[SELECT] [+]** / **[SELECT] [-]** or **[DATA WHEEL]** to set the volume between 0-9.



## SETTING THE PAD PAN

Press **[PAN]** to enter pad assign menu. If pad assign menu is selected, the corresponding menu indicator will be lit.

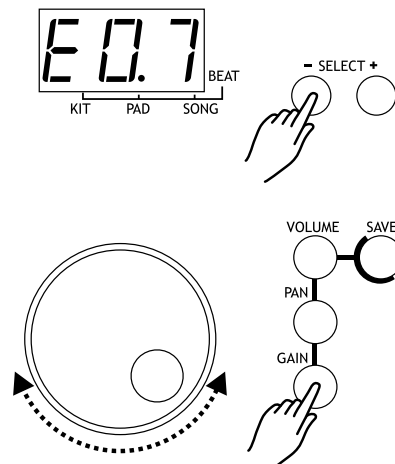
In this menu, the LED menu will show the pan of current pad, which can be selected by pressing the **[PAD ASSIGN]** button on the top panel or by hitting a pad. The **[SELECT] [+]** / **[SELECT] [-]** or **[DATA WHEEL]** can be used to select the pan (0-9, loop) for the current pad.



## SETTING THE PAD GAIN

Press **[GAIN]** to enter pad assign menu. If pad assign menu is selected, the corresponding menu indicator will be lit.

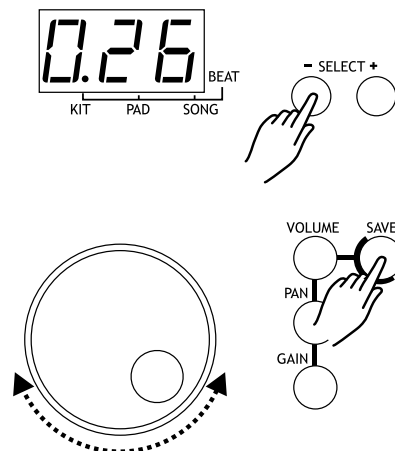
In this menu, the LED menu will show the gain of current pad, which can be selected by pressing the **[PAD ASSIGN]** button on the top panel or by hitting a pad. The **[SELECT] [+]** / **[-]** or **[DATA WHEEL]** can be used to select the gain (0-9, loop) for the current pad.



## SAVING KITS

Press **[SAVE]** to enter the kit save menu. The **[SELECT] [+]** / **[-]** or **[DATA WHEEL]** can be used to select a user kit (21-30, loop) current kit setting. During kit selecting the user kit number will keep flashing.

Press **[SAVE]** again, the current kit setting will be saved to the selected kit. The machine will return to the kit menu and select this user kit as the current one, if all the data has been saved successfully.



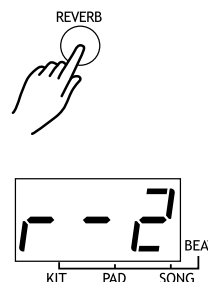
If there is an error during save, "Err" will appear on the LED.

*Note: The unsaved kit setting will be lost after kit changing.*



## REVERB

Press **[REVERB]** to adjust the reverb level for all drum kits. In this menu, the digit on far left of LED will display letter 'r'. The two digits on the right will display current reverb level. The **[SELECT] [+]** / **[-]** or **[DATA WHEEL]** can be used to adjust the reverb level (0-3, no loop). This value will auto-save after adjustment.

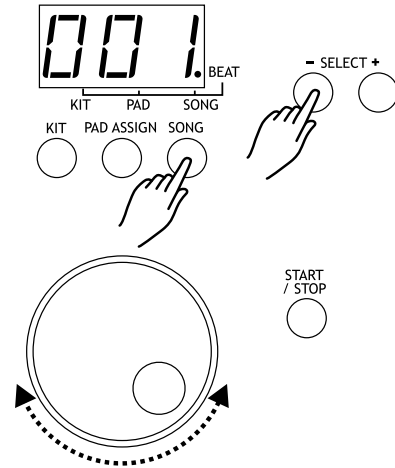


# SONGS

## PLAYING

Press **[SONG]** to enter song menu. Default value is 001, the 3-digit LED will show current song number with corresponding menu indicator lit. The **[SELECT] [+]** / **[–]** or **[DATA WHEEL]** can be used to select the current song (1-100, loop). First 80 styles are loop-playing. Press **[START/STOP]** to start or stop the song. If song is switched during play, the new song will start after the end of the current measure.

Each song has its own default tempo and drum kit, the song player will initialize the current kit and tempo at the beginning of the song.



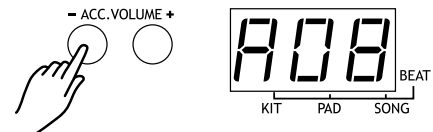
## MAIN VOLUME

In the main volume menu, the digit on far left of LED will display 'L'. The two digits on the right will display current main volume. The **[MASTER VOLUME] [+]** / **[–]** can be used to adjust the volume (0-9, no loop). And this value will auto-save after adjustment.



## ACCOMPANIMENT VOLUME

Accompaniment Volume is used to change the volume of the Song playback. The LED menu will start with the letter A, and the accompaniment volume 0-9 can be selected using the **[ACC.VOLUME] [+]** / **[–]** or **[DATA WHEEL]**. This value will autosave after adjustment.



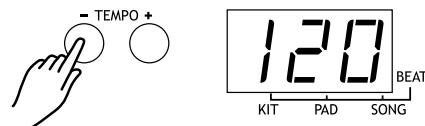
## DRUM OFF

When the **[DRUM OFF]** button is lit, the drum track of accompaniment SONGS is turned off. This feature is useful for practicing.



## TEMPO

Press the **[TEMPO]** **[+]** / **[-]** to enter the tempo menu. The **[+]** and **[-]** can be used to change the current tempo (30-280, no loop), which affects the speed of the click, and song play. Press both **[+]** and **[-]** will reset the current tempo to its default value (current song tempo).



## CLICK

The Click LED indicator will run once a song is playing. Press **[CLICK]** once for voice count. Press **[CLICK]** twice for click sound. Press again to turn off the click.



# RECORDING

## RECORD

### Prepare to Record

Select the desired song, drum kit, tempo, drum off setting, and reverb settings.

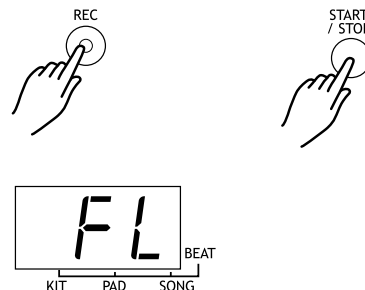
### Start Recording

Press **[REC]**, the light will start flashing. Press **[START/STOP]** or strike the pad and the light will stop flashing as the recording process starts.

### Stop Recording

To stop recording, press **[START/STOP]** or **[REC]**. The record indicator will turn off. If the memory is full, "FL" will appear on the display and recording process stops automatically.

*Note: When you start recording, the vocal metronome also starts to count. But the sound of the vocal will not be recorded. To stop the metronome, press **[CLICK]**.*



## PLAYBACK

Pressing **[PLAY/STOP]** will start or stop the recorded song.

*Note: When you record a new song, it will overwrite the previous recording.*

The song data recorded will be lost when you turn off power.

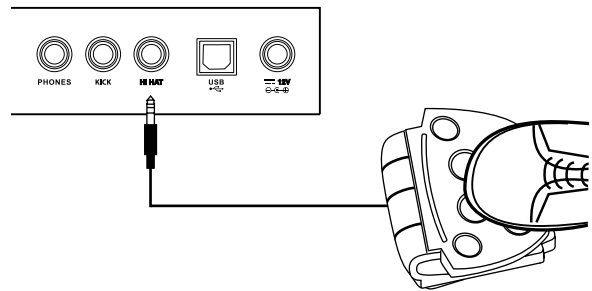


## INPUT AND OUTPUT

### PEDALS

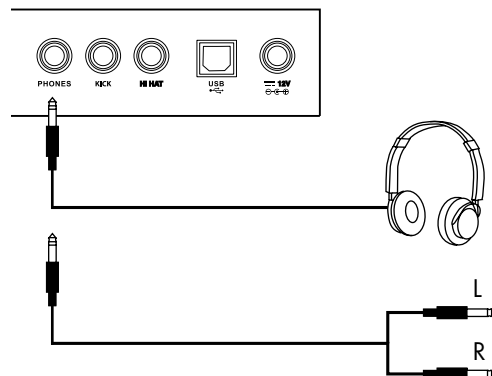
The SDD7 supports one hi-hat pedal and one kick pedal as a trigger input device. The supplied foot pedals can be connected to the unit to simulate a hi-hat or bass drum pedal. They can also be assigned to play other voices as well.

*Note: Do not press any of the pedals when connecting them to the unit or while turning on power. Pedal function may be reversed if they are connected in this manner.*



### PHONES OUTPUT

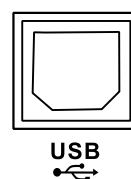
The phones output supports stereo headphones and can also be used as an output source.



### USB JACK

The SDD7 will output MIDI data generated by hitting the pads or pedal trigger via the USB port. Click and MIDI codes in songs are excluded. It will also receive MIDI data from an external device.

See MIDI Implementation chart in the Appendix for more information.



## APPENDIX

### VOICE LIST

#	Name	#	Name	#	Name	#	Name
<b>Kick Kit</b>		53	Room Tom 005	104	Open Hi Conga	159	Sfx014
1	Rock Kick 001	54	Room Tom 006	105	Low Conga	160	Sfx015
2	Rock Kick 002	55	Electronic Tom 001	106	Hi Bongo	161	Sfx016
3	Rock Kick 003	56	Electronic Tom 002	107	Low Bongo	162	Sfx017
4	Standard Kick 001	57	Electronic Tom 003	108	High Timbale	163	Sfx018
5	Standard Kick 002	58	Electronic Tom 004	109	Low Timbale	164	Sfx019
6	Standard Kick 003	59	Electronic Tom 005	110	High Agogo	165	Sfx020
7	Standard Kick 004	60	Electronic Tom 006	111	Low Agogo	166	Sfx021
8	Pop Kick 001	61	Analog Tom 001	112	Cabasa	167	Sfx022
9	Pop Kick 002	62	Analog Tom 002	113	Shaker	168	Sfx023
10	Pop Kick 003	63	Analog Tom 003	114	Claves	169	Sfx024
11	Acoustic Kick 001	64	Analog Tom 004	115	Mute Triangle	170	Sfx025
12	Acoustic Kick 002	65	Analog Tom 005	116	Open Triangle	171	Sfx026
13	Acoustic Kick 003	66	Analog Tom 006	117	Short Guiro	172	Sfx027
14	Acoustic Kick 004	67	Acoustic Tom 001	118	Long Guiro	173	Sfx028
15	Acoustic Kick 005	68	Acoustic Tom 002	119	Mute Cuica	174	Sfx029
16	Acoustic Kick 006	69	Acoustic Tom 003	120	Open Cuica	175	Sfx030
17	Acoustic Kick 007	70	Acoustic Tom 004	121	Mute Surdo	176	Sfx031
18	Acoustic Kick 008	71	Acoustic Tom 005	122	Open Surdo	177	Sfx032
19	Acoustic Kick 009	72	Acoustic Tom 006	123	Maracas	178	Sfx033
20	Acoustic Kick 010			124	Highq	179	Sfx034
21	Acoustic Kick 011			125	Slap	180	Sfx035
<b>Snare Kit</b>		<b>Hi-hat Kit</b>		126	Scratch Push	181	Sfx036
22	Standard Snare 001	73	Standard Hi-hat Close	127	Scral	182	Sfx037
23	Standard Snare 002	74	Standard Hi-hat Pad	128	One	183	Sfx038
24	Standard Snare 003	75	Standard Hi-hat Open	129	Two	184	Sfx039
25	Standard Snare 004	76	Analog Hi-hat Close	130	Three	185	Sfx040
26	Standard Snare 005	77	Analog Hi-hat Pad	131	Four	186	Sfx041
27	Standard Snare 006	78	Analog Hi-hat Open	132	Cartoon001	187	Sfx042
28	Brush Snare 001	79	Shakable	133	Cartoon002	188	Sfx043
29	Brush Snare 002	80	Rock Hi-hat Close	134	Cartoon003	189	Sfx044
30	Standard Stick 001	81	Rock Hi-hat Pad	135	Cartoon004	190	Sfx045
31	Standard Stick 002	82	Rock Hi-hat Open	136	Cartoon005	191	Sfx046
32	Rock Snare 001	83	Acoustic Hi-hat Close	137	Cartoon006	192	Sfx047
33	Rock Snare 002	84	Acoustic Hi-hat Pad	138	Laugh	193	Sfx048
34	Rock Snare 003	85	Acoustic Hi-hat Open	139	Metronome1	194	Sfx049
35	Pop Snare 001			140	Metronome2	195	Sfx050
36	Pop Snare 002	<b>Crash Kit</b>		141	Tambourine001	196	Sfx051
37	Pop Snare 003	86	Standard Crash001	142	Tambourine002	197	Sfx052
38	Acoustic Snare 001	87	Standard Crash002	143	Tambourine003	198	Sfx053
39	Acoustic Snare 002	88	Standard Crash003	144	Tambourine004	199	Sfx054
40	Acoustic Snare 003	89	Analog Ride001	145	Tambourine005	200	Sfx055
41	Acoustic Snare 004	90	China Crash			201	Sfx056
42	Acoustic Snare 005	91	Splash001	<b>Sfx Kit</b>		202	Sfx057
<b>Tom Kit</b>		92	Standard Ride 001	146	Sfx001	203	Sfx058
43	Standard Tom 001	93	Rock Crash	147	Sfx002	204	Sfx059
44	Standard Tom 002	94	Standard Ride 002	148	Sfx003	205	Sfx060
45	Standard Tom 003	95	Electronic Crash	149	Sfx004	206	Sfx061
46	Standard Tom 004	96	Splash002	150	Sfx005	207	Sfx062
47	Standard Tom 005	97	Ride Bell	151	Sfx006	208	Sfx063
48	Standard Tom 006			152	Sfx007	209	Sfx064
49	Room Tom 001	<b>Panel Kit</b>		153	Sfx008	210	Sfx065
50	Room Tom 002	98	Vibraslap	154	Sfx009	211	Sfx066
51	Room Tom 003	99	Hand	155	Sfx010	212	Sfx067
52	Room Tom 004	100	Tambourine	156	Sfx011	213	Sfx068
		101	Stcowb	157	Sfx012	214	Sfx069
		102	Mutecowb	158	Sfx013	215	Sfx070
		103	Mute Hi Conga				

## KIT LIST

#	Name	#	Name	#	Name	#	Name
01	Pop 1	09	Brush	17	Funk	25	Funk
02	Pop 2	10	Standard 2	18	Clave	26	User 1 (Pop1)
03	Standard 1	11	Rock 2	19	Drum Bass	27	User 2 (Pop 2)
04	Room	12	Boss	20	Hip Hop	28	User 3 (Standard 1)
05	Rock 1	13	Rock 3	21	Conga 1	29	User 4 (Room)
06	Electronic	14	Standard 3	22	Conga 2	30	User 5 (Rock 1)
07	Analog	15	Rock 4	23	Timbales		
08	Jazz 1	16	Jazz 2	24	Latin		

## SONG LIST

#	Kit	Name	Beat	#	Kit	Name	Beat	#	Kit	Name	Beat
<b>Intro</b>				<b>Rap</b>				<b>Others</b>			
01	01	Intro	4/4	37	03	Rap 1	4/4	70	12	Waltz	4/4
<b>8 Beat</b>				38	01	Rap 2	4/4	71	02	3/4 Ballad	4/4
02	03	8 Beat 2	4/4	39	03	Rap 3	4/4	72	03	Swing Blues	4/4
03	02	8 Beat 3	4/4	<b>Bounce</b>				73	02	Blues	4/4
04	05	8 Beat 4	4/4	40	04	Bounce 1	4/4	74	01	March 1	4/4
05	21	8 Beat 5	4/4	41	03	Bounce 2	4/4	75	01	March 2	4/4
06	21	8 Beat Ballad 1	4/4	42	01	Bounce 3	4/4	76	03	R&B	4/4
07	21	8 Beat Ballad 2	4/4	<b>Shuffle</b>				77	01	Hip-Hop	4/4
08	01	8 Beat Ballad 3	4/4	43	03	Shuffle 1	4/4	78	03	Funk	4/4
09	03	Soft Rock	4/4	44	02	Shuffle 2	4/4	79	12	Country	4/4
10	04	Rock 1	4/4	45	03	Shuffle 3	4/4	80	09	Big Band	4/4
11	05	Rock 2	4/4	46	01	Shuffle 4	4/4	<b>8 Beat</b>			
12	03	Rock 3	4/4	47	05	Shuffle 5	4/4	81	03	8 Beat 1	4/4
13	01	Rock 4	4/4	48	04	Shuffle 6	4/4	82	05	8 Beat 2	4/4
14	02	Rock 5	4/4	49	03	Shuffle 7	4/4	83	03	Ballad	4/4
15	05	Hard Rock 1	4/4	<b>Slow Rock</b>				84	05	Hard Rock 1	4/4
16	05	Hard Rock 2	4/4	50	03	Slow Rock 1	4/4	85	05	Hard Rock 2	4/4
17	07	16 Beat 1	4/4	51	04	Slow Rock 2	4/4	86	01	Hard Rock 3	4/4
18	03	16 Beat 2	4/4	52	01	Slow Rock 3	4/4	87	03	Pop Dance 1	4/4
19	01	16 Beat 3	4/4	53	04	Slow Rock 4	4/4	88	07	Pop Dance 2	4/4
20	07	16 Beat 4	4/4	<b>Latin</b>				89	03	R&B	4/4
21	04	16 Beat 5	4/4	54	03	Reggae 1	4/4	<b>16 Beat</b>			
22	02	16 Beat 6	4/4	55	23	Reggae 2	4/4	90	01	16 Beat	4/4
23	01	16 Beat 7	4/4	56	12	Bossa Nova 1	4/4	91	03	Fusion	4/4
24	21	16 Beat Ballad 1	4/4	57	12	Bossa Nova 2	4/4	<b>Funk</b>			
25	21	16 Beat Ballad 2	4/4	58	03	Samba	4/4	92	02	Funk 1	4/4
26	05	16 Beat Ballad 3	4/4	59	01	Salsa	4/4	93	03	Funk 2	4/4
27	03	16 Beat Ballad 4	4/4	60	03	Latin Rock	4/4	<b>Shuffle</b>			
28	01	16 Beat Ballad 5	4/4	61	03	Cha-Cha	4/4	94	04	Shuffle 1	4/4
29	03	16 Beat Funk 1	4/4	62	12	Mambo	4/4	95	03	Shuffle 2	4/4
30	01	16 Beat Funk2	4/4	63	12	Rhumba 1	4/4	96	03	16 Beat Shuffle	4/4
<b>Dance</b>				64	12	Rhumba 2	4/4	97	01	16 Beat Triplet	4/4
31	07	Dance1	4/4	65	12	Rhumba 3	4/4	<b>Others</b>			
32	07	Dance2	4/4	66	01	Tango	4/4	98	03	Reggae	4/4
33	01	Dance3	4/4	<b>Swing</b>				99	12	Bossa Nova	4/4
34	06	Dance4	4/4	67	09	Swing 1	4/4	100	08	Big Band	4/4
35	04	Dance5	4/4	68	09	Swing 2	4/4				
36	07	Dance6	4/4	69	08	Swing 3	4/4				

## MIDI IMPLEMENTATION CHART

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10Ch	1-16Ch	
	Changed	X	X	
Mode	Default	X	1	
	Messages	X	X	
	Altered	*****	X	
Note Number:		27-88	0" 127	
True Voice		*****	0" 127	
Velocity: Note On		○ 9nH, V=1-127	○ 9nH, V=127	
Note Off		X (9nH, V=0)	X (9nH, V=0; 8nH, V=0-127)	
After Touch	Key's	X	X	
	Ch's	X	X	
Pitch Blend		X	○	
Control	0	X	○	Bank Select
	1	X	○	Modulation
	5	X	○	Portamento Time
	7	X	○	Volume
	10	X	○	Pan
	11	X	○	Expression
	20	X	○	Rhythm Allocation
	64	X	○	Sustain Pedal
	65	X	○	Portamento On/Off
	66	X	○	Sostenuto Pedal
	67	X	○	Soft Pedal
	80	X	○	Reverb Program
	81	X	○	Chorus Program
	91	X	○	Reverb Level
	93	X	○	Chorus Level
	120	X	○	All Sound Off
	121	X	○	Reset All Controllers
	123	X	○	All Notes Off
Program Change		X	○	
:True		X	0" 127	
System Exclusive		*****	○	
System	:Song Position	X	X	
	:Song Select	X	X	
Common	:Tune	X	X	
System	:Song Position	X	X	
	:Song Select	X	X	
Common	:Tune	X	X	
System Real Time	:Clock	X	X	
	:Commands	X	X	
	:Start			
	:Stop			
Aux	:LOCAL ON/OFF	X	X	
	:All Notes Off	X	○	
Messages	:Active Sense	X	○	
	Reset	X	○	

Mode 1: OMNI ON, POLY  
Mode 3: OMNI OFF, POLY

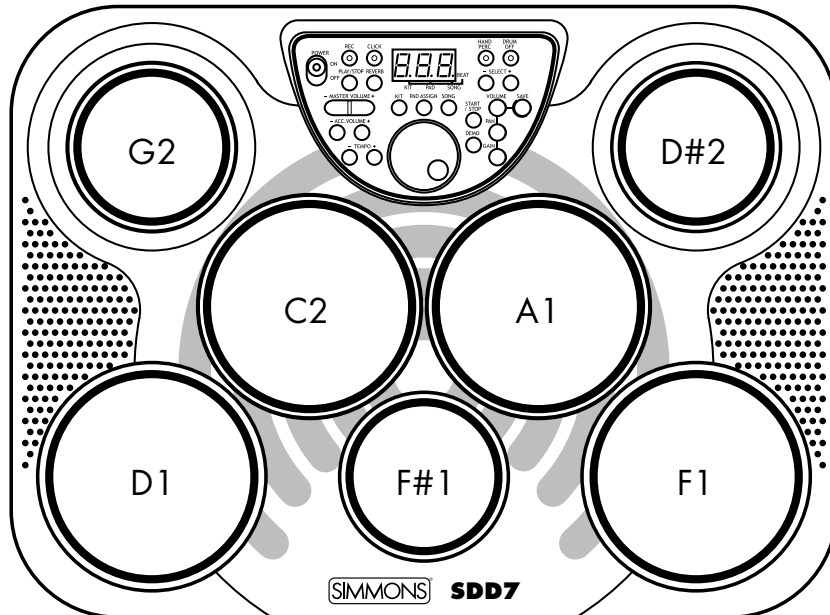
Mode 2: OMNI ON, MONO  
Mode 4: OMNI OFF, MONO

○: YES  
X: NO

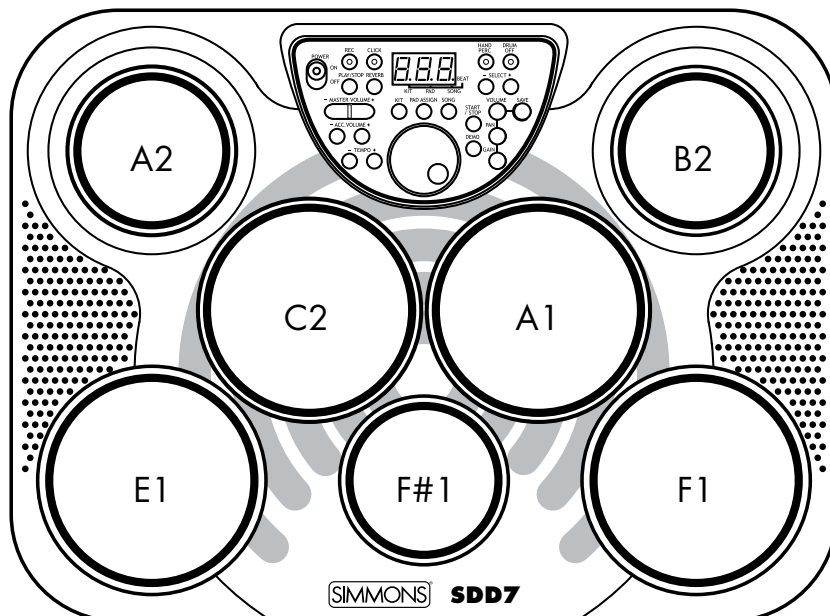
## MIDI NOTE MAP

The following diagrams identify the MIDI note number assigned to each pad. This is useful when using the SDD7 as a MIDI controller for a soft synth application on a computer.

Drum Kit



Hand Percussion



## FACTORY RESET

The Factory Reset function will restore the SDD7 to factory defaults for sounds, drum kits, and songs. To initiate the Factory Reset, press both and hold **[TEMPO] [+]** / **[TEMPO] [-]** buttons, then turn the **[Power]** button Off, then back On.

# SPECIFICATIONS

<b>Pads</b>	7 drum pads with touch response and includes two pedals for bass drum and hi-hat
<b>Sounds</b>	215 drum/percussion voices, 128 GM sounds (total 8 MB data)
<b>Drum Sets</b>	25 Preset sets, 5 User sets
<b>Songs</b>	100 Songs
<b>Overall Controls</b>	Chord, Demo, Dial, Tempo/Tap, Light, Rhythm Volume, Main Volume
<b>Metronome</b>	Voice, Click or Light
<b>Connections</b>	12V adapter, head phones, USB (MIDI IN/OUT), bass drum and hi-hat controller
<b>Dimension</b>	500mm (w) x 370mm (d) x 157mm (h)
<b>Weight</b>	3.3Kg
<b>Power Supply</b>	12V adapter / 6 C-type batteries
<b>Accessories</b>	Drum sticks, two controller pedals

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.

**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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