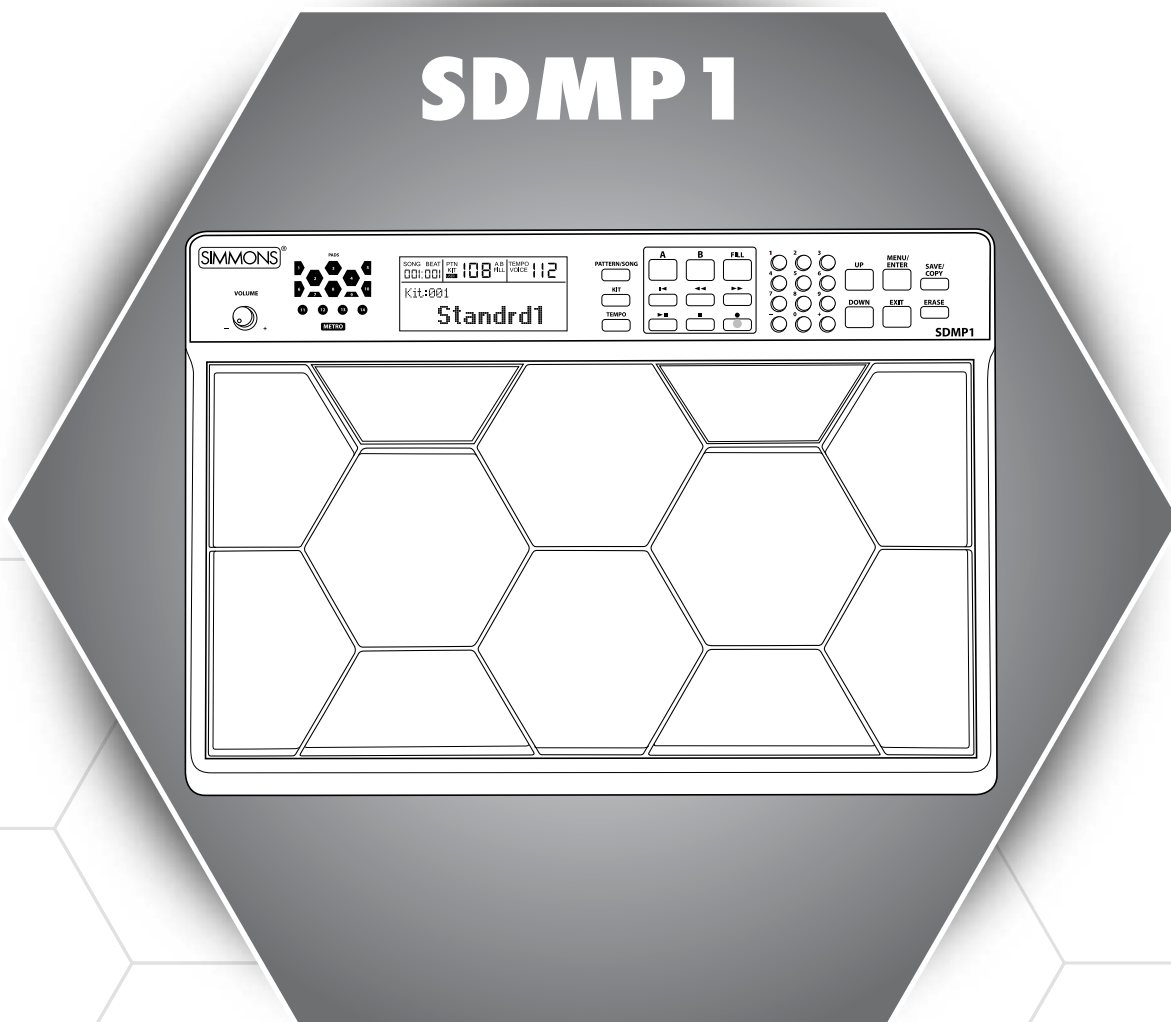


The first name in electronic drums.



Electronic Multi-Pad & Drum Machine

ADVANCED OWNER'S MANUAL

www.simmonsdrums.net

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.

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

All trademarks and registered trademarks mentioned herein are recognized as the property of their respective holders.

Made in China

1009-9185

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® Digital Multi-Pad & Drum Machine.

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

This Advanced Owner's Manual and its Software Supplement Guide can be downloaded from the Simmons website at www.simmonsdrums.net.

So that we may better serve you, please register your warranty today at www.simmonsdrums.net.

TAKING CARE OF YOUR MULTI-PAD & DRUM MACHINE

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 SDMP1 is not in use.
- The AC adapter should be unplugged if the SDMP1 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 SDMP1'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 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 module.

Electrical Interference

- The SDMP1 contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SDMP1 further away from the affected equipment.

Service and Modification

- There are no user-serviceable parts in the SDMP1.
- Do not attempt to open the drum module or make any changes in the circuits or parts of the unit. This would void the warranty.

TABLE OF CONTENTS

Taking Care of Your Multi-Pad & Drum Machine	1
General Features	3
Basics	3
Playing Options	3
Navigation	4
Rear Panel	5
USB	5
MIDI OUT and IN	5
Pedal Inputs	5
External Triggers	5
Headphones	6
Master OUT	6
AUX IN	6
Power Switch	6
Power Supply	6
LCD Screen	7
Menu Tree	8
Level-1 Menus	8
Level-2 Menus	8
Naming	9
Getting Started	10
Setting Your Tempo	10
Instrument Setup	10
Adjusting Trigger Parameters	12
MIDI Setup	13
Factory Reset	14
Recording Setup	15
Drum Kits	16
Selecting Preset Kits	16
Selecting User Kits	16
Preset Kit Parameters	17
Editing User Kits	18
Saving Kits	19
Patterns	20
Pattern Structure	20
Controlling Patterns	20
Playing Patterns	21
Playing Fill Patterns	21
Recording Patterns	23
Recording a Pattern in Normal Mode	23
Recording a Pattern in Step Mode	23
Naming and Saving User Patterns	24
Editing Patterns in Standby Mode	25
Editing Patterns During Recording	26
Song Mode	27
Basics	27
Song Playback Controls	27
Recording Songs in Normal Mode	27
Recording Songs in Step Mode	28
Editing a Song in Standby Mode	28
Editing a Song During Recording	29
Metronome	31
Drum Instrument List	32
Drum Kit List	35
Preset Pattern List	35
General MIDI Voice List	36
MIDI Implementation Chart	37

GENERAL FEATURES

Audio Outputs : Master (right and left/mono) and headphone output (stereo)

Aux Input : TRS 1/4"

USB Port : USB 2.0, full speed

MIDI Port : MIDI IN and OUT (soft THRU supported)

Pads : 10 velocity sensitive pads, and 2 external (dual trigger supported) inputs

Pedals : 2 velocity-sensitive pedals (1 hi-hat and 1 general/kick)

Drum Kits : 100 (41 preset + 59 user)

Pattern Sets : 100 sets (50 preset + 50 user)

Songs : 100

Drum/Percussion Voices : 731

Polyphony : 64

Timing Resolution : 192 ppqn

Tempo Range : 20-255 bpm

Sample/DAC : 16/24 bit

Power : DC 9V

Display : Backlit LCD and LED indicators

BASICS

The SDMP1 consists of two main functions: **Sound Module** and **Drum Machine**.

Sound Module: 16- and 24-bit built-in drum sounds.

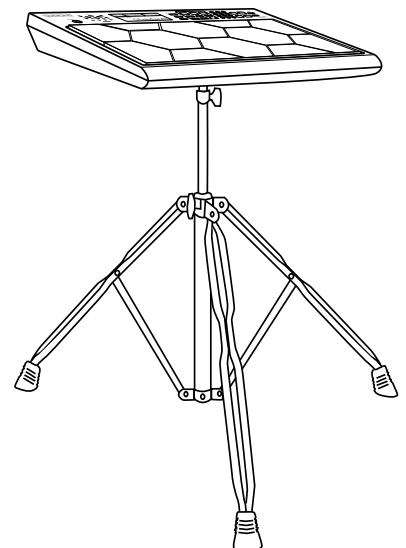
- In KIT mode you can select a preset kit or create your own user kit.
- In the KIT EDIT sub-mode, you can select the voice of each pad and adjust the seven available parameters to customize your sound.

Drum Machine: An advanced, easily editable digital recorder. There are three modes in the drum machine: PATTERN, PATTERN EDIT, and SONG.

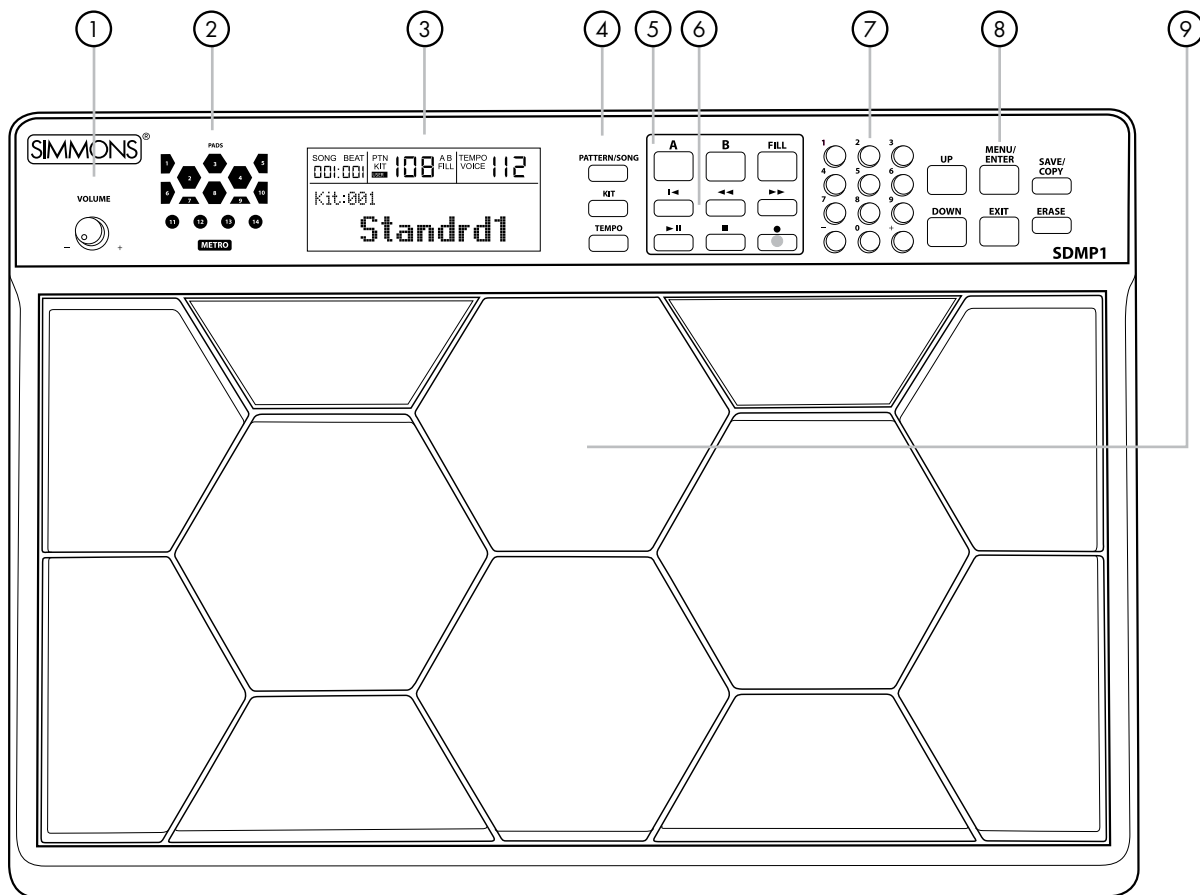
- PATTERN mode plays preset or user patterns.
- PATTERN EDIT mode allows you to edit and create patterns through Step Recording.
- SONG mode allows you to create and play songs using pre-set or user patterns.

PLAYING OPTIONS

Besides playing your new SDMP1 on a tabletop, you can also easily mount it to the Simmons SDESS Electronic Support Stand (sold separately). Visit simmonsdrums.net for more info.

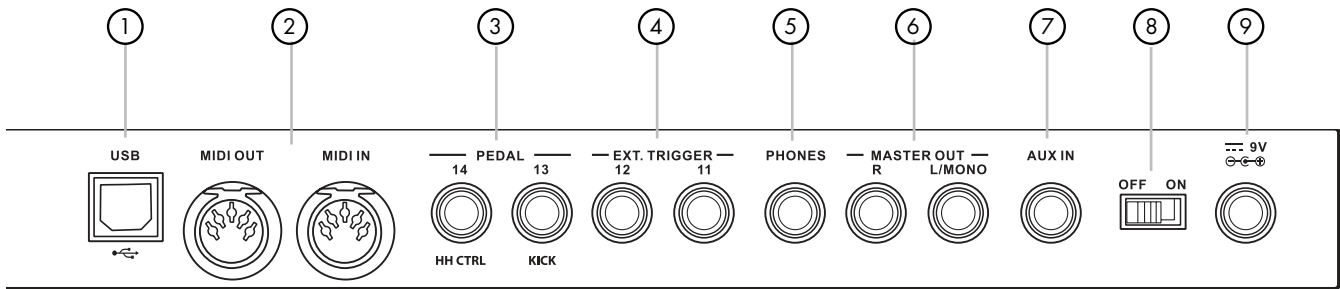


NAVIGATION



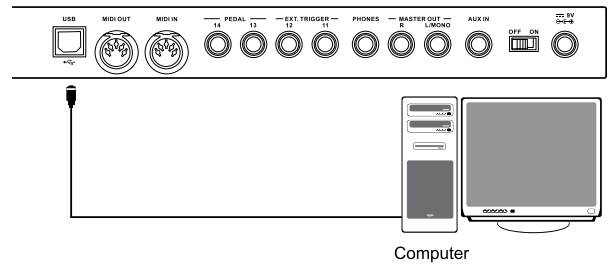
- ① **Volume**
Sets the main volume for master out and headphones.
- ② **Pad Indicator Lights**
Shows which pad is being played or edited.
- ③ **LCD Screen**
See LCD section (on page 7) for full description.
- ④ **Mode Buttons**
The **[PATTERN/SONG]** button allows you to choose between PATTERN and SONG.
The **[KIT]** button allows you to change kits.
The **[TEMPO]** button allows you to change the tempo of a pattern or song.
- ⑤ **Pattern Buttons**
Allows you to choose among the A, B, or Fill Patterns.
- ⑥ **Transport Buttons**
Play/Pause, Stop, Forward, Reverse, Record, and Start.
- ⑦ **Data Entry Buttons**
Allows you to input data to change voice parameters, patterns and songs.
- ⑧ **Function Buttons**
Allows you to choose Menus, Exit, Save/Copy, Erase, and Up & Down functions.
- ⑨ **Playing Surface**
There are 10 pads on the SDMP1. When a pad is struck it triggers a voice.

REAR PANEL



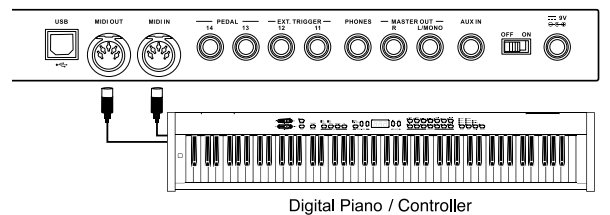
① USB

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



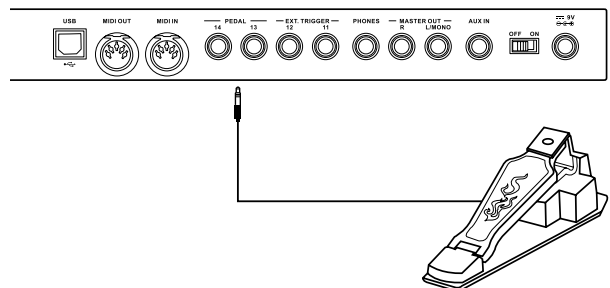
② MIDI OUT AND IN

These ports allow communication with other products equipped with a MIDI interface. For more information, please refer to the MIDI section of this manual (page 13).



③ PEDAL INPUTS

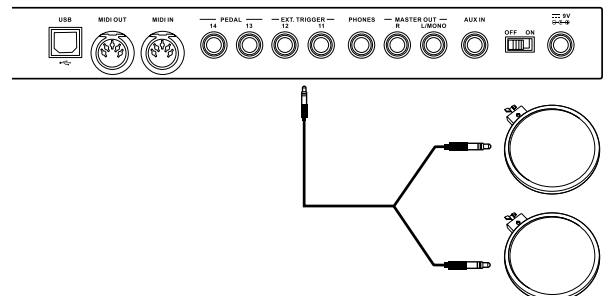
Attach the Hi-Hat and Kick Bass Drum pedals here. (Sold separately)



④ EXT. TRIGGERS

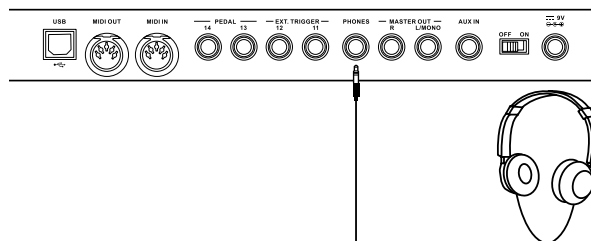
The SDMP1 has two additional auxiliary trigger input jacks, which let you expand the kit with optional pads. Each AUX input can be configured individually for use with a dual-zone pad (head/rim), or two single-zone pads.

The compatible pads are one SDP11DP 11" dual-zone snare pad, or two SDP9DP 9" pads. You can use 2-mono to 1-stereo y-cable to connect two single-zone pads to a single input.



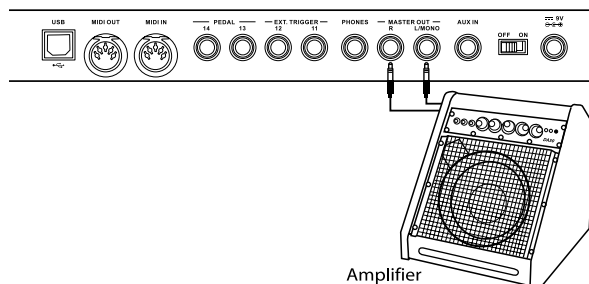
⑤ HEADPHONES

A set of stereo headphones can be connected to the PHONES jack.



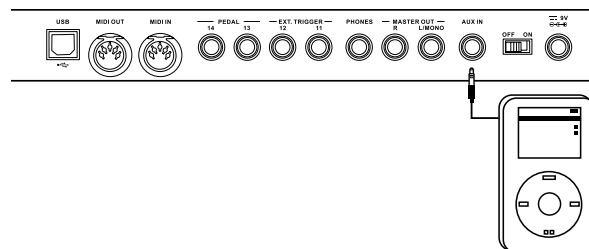
⑥ MASTER OUT

When using an amplifier such as the Simmons DA50 or DA200S, connect the Output L/MONO and R jacks to the input of the amplifier. For mono playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.



⑦ AUX IN

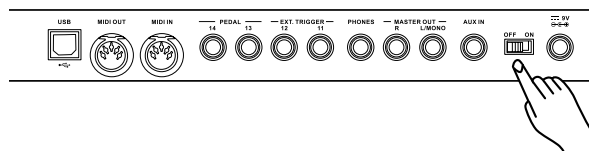
Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN jack on the rear panel. The input signal is mixed with the drum signal, allowing you to play along.



⑧ POWER SWITCH

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

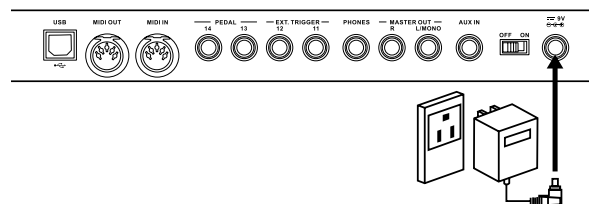
Set the power switch to the ON position. The LCD screen will display Pattern 001 and the corresponding name.



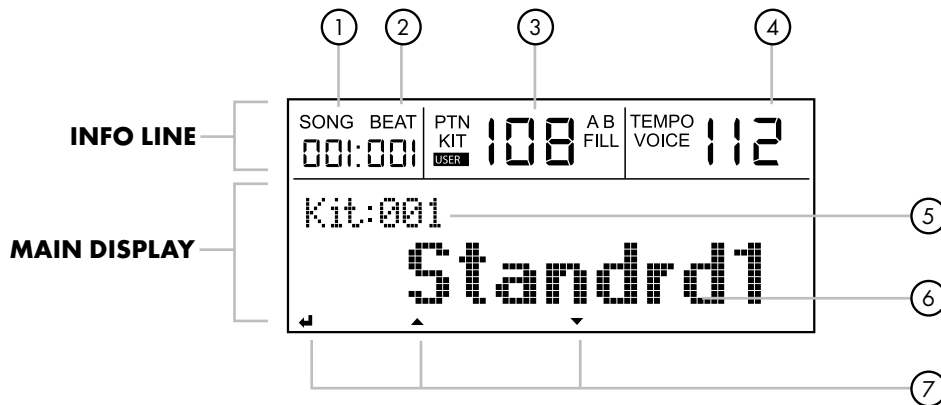
⑨ POWER SUPPLY

Connect the power adapter to the DC IN jack.

Note: Make sure the power is switched OFF when connecting the drum module with external devices.



LCD SCREEN



The LCD (Liquid Crystal Display) screen is divided into two areas: **Info Line** and **Main Display**.

Info Line:

SONG	BEAT	PTN KIT	AB FILL	TEMPO VOICE
001:001		108	USER	112

- ① Song number: Shows the song number while in SONG mode or the current beat number while in PATTERN mode.
- ② Beat number: Shows the current beat number while in SONG mode and total number of beats while in PATTERN mode.
- ③ Pattern/Kit number: Shows what pattern, preset kit or user kit number the unit is currently set to.
- ④ Tempo/Voice: Shows the current voice or tempo.

Main Display:

Kit:001
Standrd1

- ⑤ This area displays mode names and their corresponding number or parameter.
- ⑥ The main part of this display shows the current kit, pattern or song name, and all the various menus. In all menus, the current selected field is highlighted (inverted, on black background).
- ⑦ The bottom part of the screen is for LCD navigation in conjunction with the **[UP]** and **[DOWN]** or **[MENU/ENTER]** buttons that are located on the control panel.

MENU TREE

The SDMP1 Menu consists of a two-level tree structure. Each Function has a Level-1 main menu with corresponding Level-2 configuration pages.

To access the Level-1 menu pages, press the **[MENU/ENTER]** button:

**MENU/
ENTER**



Then press the **[UP]** / **[DOWN]** buttons to scroll through the 7 menu pages:

UP



DOWN



LEVEL-1 MENUS

Recording Setup
Drum Kit
Instruments
Triggers
MIDI Setup
Metronome
Utility

[Rec Setup]
[Drum Kit]
[Instruments]
[Triggers]
[MIDI Setup]
[Metronome]
[Utility]

Select the desired Level-1 Menu and press **[MENU/ENTER]**.

**MENU/
ENTER**



LEVEL-2 MENUS

Record Setup

Pattern no. / Name
Length
Record Mode
Precount
Resolution
Swing
Offset

Drum Kit

Kit no. / Name
Volume
Mode

Utility

Load Default
Data Transfer – Process Yes/No

Instruments

Pad No. / Name
Volume
Pan
Reverb Level
Pitch
Repeat
Exclusive

Triggers

Pad No.
Sensitivity
Threshold
Velocity Curve

Pedal No.

Function
Splash Sensitivity (Hi-Hat)

MIDI Setup

MIDI Channel
Pattern Output
Pad Output
Sync Mode
Note Map
Soft Through

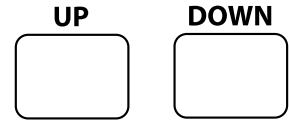
Metronome

Click
Volume
Interval

NAMING

In various modes, you can input a name up to 8 characters (User Kit name, User Pattern name or User Song name).

In NAMING mode, the **[UP]** / **[DOWN]** buttons are used as up/down cursor controls to select a character.



The highlighted character can be changed using the **[+]** / **[-]** buttons.

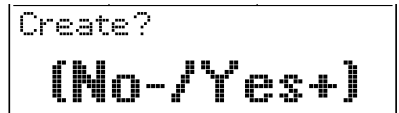
Pressing the **[+]** / **[-]** buttons allows scrolling through the following character groups:

- Special characters (space, @, !)
- Numeric (0,1,..., 9)
- Uppercase (A, B,..., Z)
- Lowercase (a, b,..., z)



When you have finished inputting the name, press the **[MENU/ENTER]** button, then press Yes **[+]** to confirm or No **[-]** to cancel.

**MENU/
ENTER**



GETTING STARTED

SETTING YOUR TEMPO

PRESS **[TEMPO]** to enter the kit page.

The current beats-per-minute will be displayed. Default=100.

TEMPO
 = 100

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

The value entered will take effect immediately and be retained until changed or the SDMP1 is powered on again.



INSTRUMENT SETUP

Press **[MENU/ENTER]** to enter Level-1 menus.

**MENU/
ENTER**



Press **[DOWN]** to select "Instruments."

DOWN



Press **[MENU/ENTER]** to enter the Level-2 Instrument setup menus.

**MENU/
ENTER**



A screen will be displayed with the trigger name and voice setting for the currently selected pad or pedal. The voice may be changed using the **[+] / [-]** buttons or selected with the numeric keys. The pad or pedal may be changed by striking the pad or depressing a pedal.

BEAT 001:008	KIT USER	42	VOICE	397
PAD 5				
Classic Ride				

Press **[DOWN]** to select the "Volume" screen. The volume may be set from 0 to 32 using the **[+] / [-]** buttons or selected with the numeric keys. Default=28

BEAT 001:008	KIT USER	42	VOICE	397
PAD 5				
Volume: 28				

Press **[DOWN]** to select the "Pan" screen. The focus may be set ranging from Left 8 to Right 8 using the **[+] / [-]** buttons. Default=Ctr

BEAT 001:008	KIT USER	42	VOICE	397
PAD 5				
Pan: L4				

Press **[DOWN]** to select the "Reverb" screen. The level may be set from 0 to 32 using the **[+]** / **[-]** buttons or the numeric keys. Default=8.

BEAT 001:008	KIT USER 42	VOICE 397
PAD 5		
Reverb Lv: 08		

Press **[DOWN]** to select the "Pitch" screen. The pitch of the voice may be varied from -8 to +8 using the **[+]** / **[-]** buttons. Default=0

BEAT 001:008	KIT USER 42	VOICE 397
PAD 5		
Pitch: -4		

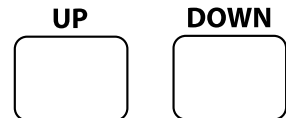
Press **[DOWN]** to select the "Repeat" screen. Repeat may be set to "On" or "Off" using the **[+]** / **[-]** buttons. When Repeat is set to "On" for a cymbal, a previous note will not be cut off by striking the trigger again. Default=On

BEAT 001:008	KIT USER 42	VOICE 397
PAD 5		
Repeat: On		

Press **[DOWN]** to select the "Exclusive" screen. Exclusive allows assignment of Hi-Hat voices (Open, Closed, Pedal) in exclusive groups. If Open Hi-Hat and Closed Hi-Hat are assigned to the same group, the Closed Hi-Hat will cut off the Open Hi-Hat sound. May be set to "Off," "Group 1" or "Group 2" using the **[+]** / **[-]** buttons. Default=Off

BEAT 001:008	KIT USER 42	VOICE 397
PAD 10 HH 0		
Exc: Group 1		

The Level-2 menus may be navigated at any time using the **[UP]** / **[DOWN]** buttons.



ADJUSTING TRIGGER PARAMETERS

Press **[MENU/ENTER]** to enter the Level-1 selection menu.
Then press **[DOWN]** until Triggers is displayed.
Press **[MENU/ENTER]** again to enter the Trigger adjustment function.

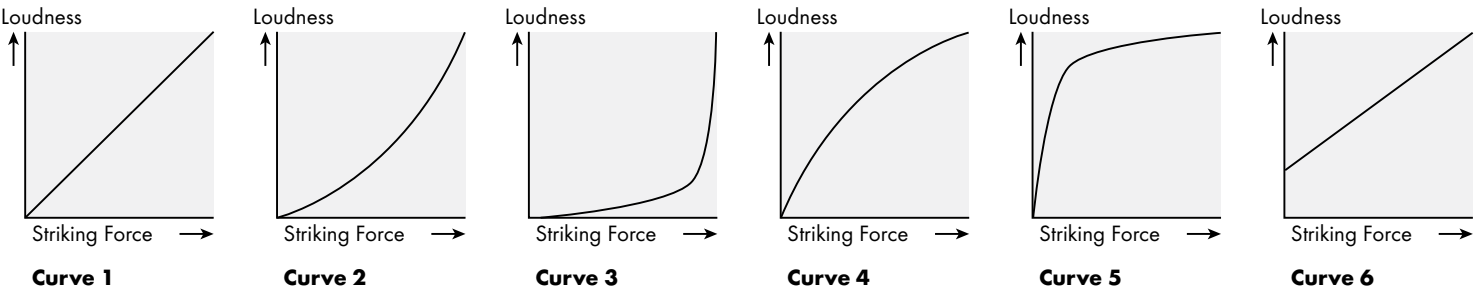
Select the pad to adjust by striking the desired pad.
There are 3 adjustments to each pad, allowing you to customize your sound even more. They are Sensitivity, Threshold and Velocity Curve.

Sensitivity: This adjusts the pad’s overall sensitivity from 1 to 16.
Default settings are:

PADS	DEFAULT
1, 5	9
6, 10	7
7, 9	8
2, 3, 4, 8	5

Threshold: This adjusts the pads signal threshold (1-16). Default=11.

Velocity Curve: This adjusts the relationship between the velocity (striking force) and loudness (the dynamic curve). There are 6 styles (Normal, Exp1, Exp2, Log1, Log2, Loud). See graphic below.



Pedal triggers include more adjustments depending on their function.

Function: Selects between general trigger/hi-hat pedal, play/pause control and fill control.

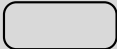
Note: If the pedal functions as a general trigger, you can adjust the Sensitivity, Threshold and Velocity Curve just like the pads. But if it functions as a hi-hat pedal (marked as Trigger 14) you can adjust an additional parameter, Splash Sensitivity.

Splash Sensitivity: This adjusts the sensitivity of the splash pedal, 1 - 5.

Note: If the pedal functions as play/pause control or fill control (marked as Trigger 13), the pedal will have the same function as the corresponding key on the panel.

Note: After adjusting trigger parameters, press **[SAVE / COPY]** to save your settings.

SAVE/
COPY



MIDI SET UP

To set up your SDMP1 for MIDI operation, the following configuration pages are available:

MIDI channel	[Channel]
Pattern Output	[Ptn Out]
Pad Output	[Pad Out]
Sync Mode	[Sync]
Note Map	[PAD #][MIDI Note]
Soft Through	[Soft Throu]

Press **[MENU/ENTER]** to access the Level-1 menu pages.

**MENU/
ENTER**



Press **[UP]** / **[DOWN]** buttons to select "MIDI Setup," then **[MENU/ENTER]** again to access the Level-2 configuration pages.

UP



DOWN



Press **[UP]** / **[DOWN]** buttons to access and specify the MIDI Setup options below:

MIDI Channel: Press the **[+]** / **[-]** buttons to select the desired MIDI channel (1 - 16). Default=10

MIDI

Channel: 10

Pattern Output: Press the **[+]** / **[-]** buttons to enable or disable output of MIDI events during pattern play back.

MIDI

Ptn Out: OFF

Pad Output: Press the **[+]** / **[-]** buttons to enable or disable output of MIDI notes when pads or pedals are triggered.

MIDI

Pad Out: On

Sync Mode: Press the **[+]** / **[-]** buttons to select Sequencer Sync Mode (Master / External). Default=Master. (See Sync With Midi Clock on next page.)

MIDI

Sync: Master

Note Map: Strike the desired pad or depress the desired pedal, then press **[+]** / **[-]** to select the desired MIDI note for that trigger (0 - 127). (See Defaults on next page.)

Note: When the MIDI note is changed, **[SAVE / COPY]** must be pressed to save it.

PAD 2

MIDI Note: 048

Soft Through: Press **[+]** / **[-]** to enable or disable soft MIDI through (merge MIDI In stream with MIDI Out stream).

MIDI

Soft Throu: OFF

Sync With Midi Clock

If Master (internal sync mode) is selected, the SDMP1 will send MIDI clock (F8) via MIDI output or USB port according to the current tempo setting.

If external sync mode is selected, the SDMP1 will accept MIDI clock from host device via MIDI input or USB port and adjust the current tempo setting.

MIDI Out Note Defaults

PAD/PEDAL	OUT NOTE	PAD/PEDAL	OUT NOTE
1	49	8	38
2	48	9 (HH Closed)	42
3	45	10 (HH Open)	46
4	43	11 - Ext. 1	28
5	51	12 - Ext. 2	57
6	27	13 - Kick	29
7	36	14 - HH CTRL	30

FACTORY RESET

Press **[MENU/ENTER]** to access the Level-1 menu pages.

Press **[UP]** / **[DOWN]** buttons to select "Utility" then **[MENU/ENTER]** again to access the Level-2 configuration pages.

**MENU/
ENTER**



UP



DOWN



To reset the SDMP1 to its original factory settings, do the following:

Press the **[MENU/ENTER]** button again to load the "Load Default" page.

Load Default
Data Trans

Press **[-]** or **[EXIT]** to cancel or **[+]** to reset all factory settings.

Process?
(No - / Yes +)

Note: There will be no confirmation required after pressing **[+]**, reset will reply "Success!" and return to the Level-2 configuration page.

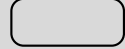
Warning: All user data and settings that have not been saved in a User Kit, Pattern or Song will be erased.

RECORDING SET UP

To set up your SDMP1 for recording, do the following:

Press **[PATTERN/SONG]** to select the desired song or user pattern.

PATTERN/SONG



Press **[MENU/ENTER]** to access the Level-1 menu pages.

Press **[MENU/ENTER]** again or use the **[UP]** / **[DOWN]** buttons to select "Rec Setup."

MENU/
ENTER



The current pattern number or song and associated name will be displayed.

PTN: 051
U-Rock1

Level-2 Configuration Pages

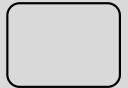
Press **[MENU/ENTER]** again if the pattern or song is to be renamed.

(See Naming and Saving User Patterns.)

Press the **[UP]** / **[DOWN]** buttons to select the other Level-2 configuration pages.

UP

DOWN



Length: Displays the current pattern length (1 - 128). Default=8

Ptn Rec Setup
Length: 008

Record Mode: Normal or Step mode. Default=Normal

Ptn Rec Setup
Recmode: Normal

Precount: In Pattern mode, this displays the specified beat number (0 - 9) on which to begin recording. This setting can be adjusted before recording. Default=0

Ptn Rec Setup
Precount: 0

Resolution: In Pattern mode, this adjusts the precision of timing correction, or quantize resolution and supports 1/4, 1/6, 1/8, 1/12, 1/16, 1/24, 1/32, 1/48 and Off. Default=Off

Ptn Rec Setup
Quant Res: 1/8

Swing: In Pattern mode, this adjusts the quantize swing (50% - 75%). Default=50%, or right on the beat.

Ptn Rec Setup
Quant SW: 50%

Offset: In Pattern mode, this adjusts the pattern part offset, -191 to +191 ticks. Default =0
Note: After adjusting the pattern length or offset, press the **[MENU/ENTER]** button to confirm.

Ptn Rec Setup
P8 OFt: 016

DRUM KITS

SELECTING PRESET KITS

Press **[KIT]**, to enter the kit page, the LCD will display the kit number and name.

Use **[+]** / **[-]** buttons or data entry buttons to select a pre-set kit (001-041).

The LCD will display "Open Kit".

Refer to the Kit List in the appendix of this manual for a complete list of kit names.

KIT



Kit:001

Open Kit

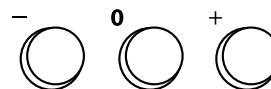
SELECTING USER KITS

PRESS **[KIT]** to enter the kit page.

KIT



Use **[+]** / **[-]** buttons or data entry buttons to select USER kit (042-100).



Press **[MENU/ENTER]** and choose the "KIT" or "INSTRUMENT" sub-menu.

The current pad to be edited can be selected by striking the pad. The pad indicator lights up to show which pad is currently selected.

MENU/
ENTER



Use the **[UP]** / **[DOWN]** buttons to scroll through the various parameter menus.

UP



DOWN



Press the **[DOWN]** button to get to the Volume page.

Use the **[+]** / **[-]** buttons or the data entry buttons to change the value.

Pad:01

Volume:28

Press the **[DOWN]** button to get to the Pan page.

Use the **[+]** / **[-]** buttons or the data entry buttons to change the value.

Pad:01

Pan:CTR

Press the **[DOWN]** button to get to the Reverb Level page.

DOWN

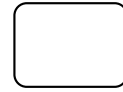


Pad:01

ReverbLV:0

Press the **[DOWN]** button to get to the Pitch page.

DOWN



Pad:01

Pitch:0

Press the **[DOWN]** button to get to the Repeat page.

When assigned to ON and you hit a pad repeatedly, the new hit will not cut off the previous hit sound. When set to OFF, the new hit will cut off the previous hit sound.

DOWN



Pad:01

Repeat:On

Press the **[DOWN]** button to get to the Exclusive page.

This assigns voices in Exclusive Groups (such as open hi-hat, close hi-hat and pedal hi-hat). When the open hi-hat and close hi-hat are assigned to a particular Group (1 or 2), the close hi-hat will cut off the open hi-hat sound.

DOWN



Pad:01

Exc:Off

Repeat the steps above for each pad in order to create your full kit.

PRESET KIT PARAMETERS

PAD/PEDAL	OUT NOTE
1 - CRASH 1	49
2 - TOM 1	48
3 - TOM 2	45
4 - TOM 3	43
5 - RIDE	51
6 - PERC	27
7 - KICK 1	36
8 - SNARE HEAD	38
9 - HIGH HAT CLOSED	42

PAD/PEDAL	OUT NOTE
10 - HIGH HAT OPEN	46
11 - EXT. 1 - AUX 1 RIM	28
11 - EXT. 1R - CRASH2	57
12 - EXT. 2 - AUX 2	29
12 - EXT. 2R - AUX 2 RIM	30
13 - KICK 2	35
14 - HIGH HAT CTRL PEDAL	44
14 - HIGH HAT CTRL SPLASH	39

EDITING USER KITS

Press **[KIT]** to display current kit and use the **[+]** / **[-]** buttons or numeric keys to select the user kit to be edited (41-100).

Press **[MENU/ENTER]** twice to enter Kit Setup mode.

BEAT 001:008	KIT USER	42	VOICE 397
Kit: 042 MyKit-1			

If the kit is to be renamed, press **[MENU/ENTER]** again to display the Kit Rename screen.

Use the **[+]** / **[-]** buttons to select the upper or lowercase letters, numbers, symbols or spaces for each character of the new name.

Use the **[UP]** and **[DOWN]** buttons to move the highlighted character to the desired position.

BEAT 001:008	KIT USER	42	VOICE 397
Rename Kit MyKit-1			

BEAT 001:008	KIT USER	42	VOICE 397
Rename Kit MyKit-2			

When the new name is entered, press **[MENU/ENTER]** to display the confirmation screen.

BEAT 001:008	KIT USER	42	VOICE 397
Create? (No-/Yes+)			

Press **[DOWN]** to display the Volume screen.

Use the **[+]** / **[-]** buttons or the numeric keys to select the desired volume.

BEAT 001:008	KIT USER	42	VOICE 397
Kit Volume:28			

Press **[DOWN]** to display the Mode screen. Select Ptn or Manual.

If Ptn is selected, the Kit will change with the pattern. If Manual is selected, the Kit selection must be changed manually.

BEAT 001:008	KIT USER	42	VOICE 397
Kit Mode:Ptn			

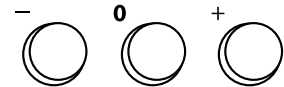
SAVING KITS

Press **[COPY/SAVE]**.

**SAVE/
COPY**



Use **[+]** / **[-]** to select the desired user kit number (42 – 100).



Press **[MENU/ENTER]**. Screen will show "No-/Yes+".
Press Yes **[+]** to confirm or No **[-]** to cancel.

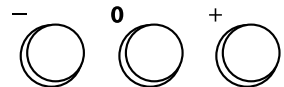
Create?
(No-/Yes+)

Press **[MENU/ENTER]** three times to enter the naming screen.

**MENU/
ENTER**



Use **[+]** / **[-]** buttons to select the characters and the **[UP]** / **[DOWN]** buttons to move the cursor.



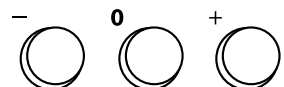
Press **[MENU/ENTER]** and the Save Confirmation screen will be displayed.

**MENU/
ENTER**



Create?
Save Kit OK

Press Yes **[+]** to confirm or press No **[-]** to cancel.



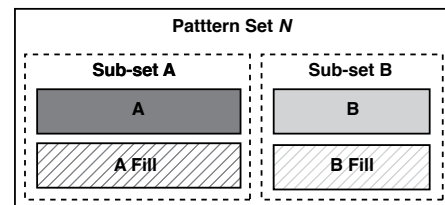
PATTERNS

PATTERN STRUCTURE

The SDMP1 includes 50 preset patterns (1 - 50) and 50 user pattern sets (51 - 100).

A "pattern" is the smallest rhythm unit in the SDMP1. Patterns contain several parts and they last several beats. A single pattern-set actually includes 4 patterns, 2 in sub-set A and two in sub-set B.

Patterns in the same sub-set – including the Main pattern and any Fills – will have the same length and will share the same drum kit.



CONTROLLING PATTERNS

The SDMP1 has six states in pattern mode: Standby, Playing, Playing Paused, Record Ready, Recording and Recording Paused.

The following tables illustrate the state changes achieved by the control buttons when the SDMP1 is in each state.

BUTTON	STANDBY	PAUSED	PLAYING
		Standby	Standby
	Play	Play	Pause
	Rec Setup		
	Next Pattern/Song		
	Prev Pattern/Song		

BUTTON	STANDBY	READY	RECORDING	PAUSED
	Ready	Standby		
	Record		Pause	Record
			Standby	Standby

BUTTON	STANDBY	READY	PAUSED
	Ready	Standby	
	Ready	Standby	
			Standby
	Step forward		
	Step backward		
[UP]			One note forward
[DOWN]			One note back

PLAYING PATTERNS

Press **[PATTERN/SONG]** to enter the pattern page.

PATTERN/SONG



The LCD screen will display the pattern number and name.

P100AF
UPtn100

Use **[+]** / **[-]** buttons or data entry buttons to select a pattern (00-50 preset or 51-100 user).



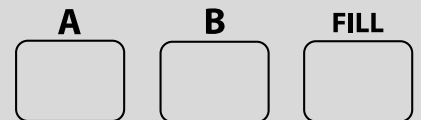
Press **[PLAY/PAUSE]** to listen and play along.

Press **[PLAY/PAUSE]** or **[STOP]** to stop.



A B and Fill Patterns

These buttons can be used to select patterns from a pattern set or sub-set. During playback, **[FILL]** can be used to switch from the main pattern to a fill pattern. The general pedal input can also be used to duplicate the function of the **[FILL]** button.



PLAYING FILL PATTERNS

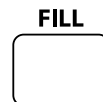
Fill patterns may only be selected for playing when in Stopped mode.

Fill patterns are not looped so the Next pattern during playback will be the Main pattern in the same sub-set or the alternate sub-set.

During pattern playback the Next pattern will default to the current pattern.

P051A
U-Rock1

Pressing and releasing **[FILL]** while a pattern is playing will switch to the Fill and queue the Main pattern in the alternate sub-set as Next.



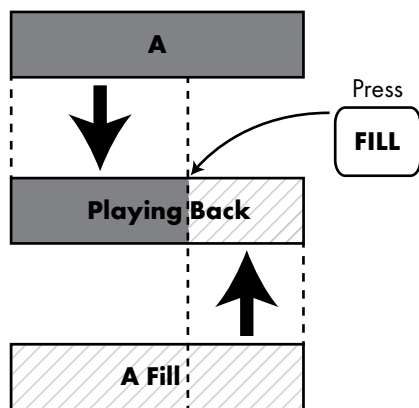
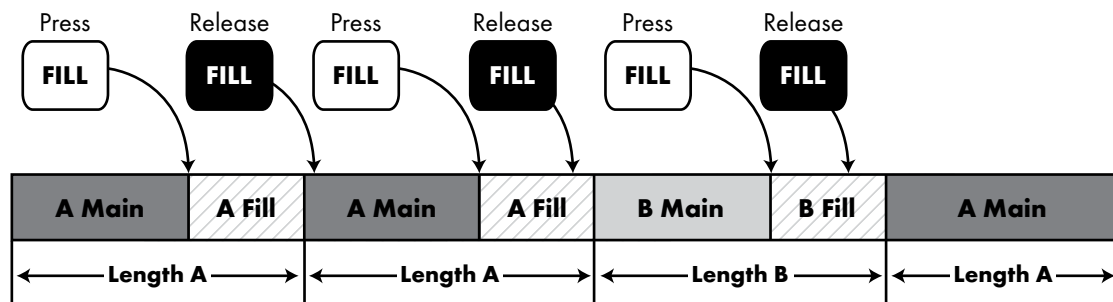
If **[FILL]** is held, the Next pattern will be the Main pattern in the same sub-set.

P051AF >> P051B
▶ U-Rock1

The Fill pattern will play as soon as you press the **[FILL]** button, and will finish at the conclusion of the current pattern's loop.

P051AF >> P051A

► U-Rock1



Note: The general pedal may be set up to duplicate the function of the **[FILL]** button.

RECORDING PATTERNS

RECORDING A PATTERN IN NORMAL MODE

In normal mode, the current pattern will be looped during recording with the recorded notes overlapping. Recording can be paused by pressing **[PLAY/PAUSE]**.



Press **[PATTERN/SONG]** to enter the pattern page.

PATTERN/SONG



Press **[RECORD]** to enter a record-ready state.
The LCD will display "Rec Mode: Normal".

Ptn Rec Setup
RecMode:Normal

Press **[PLAY/PAUSE]** to start recording.



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



RECORDING A PATTERN IN STEP MODE

Press **[PATTERN/SONG]** to enter the pattern page.

PATTERN/SONG



P100AF
UPtn100

Press **[RECORD]** to enter a record-ready state.
The LCD will display "Rec Mode: Normal".



Ptn Rec Setup
RecMode:Normal

Press **[+]** to choose "RecMode: Step".




Ptn Rec Setup
RecMode:Step


Press **[PLAY/PAUSE]** to start recording.
The LCD will display Pad and Velocity values.



Ptn STEP Rec
Pad:01 Vel:100

Hit the pad to be recorded. The pad will record the velocity as well as the voice.

Press  to move one step forward.

Press  to move one step backward.

When complete, press **[STOP]** to stop recording.



NAMING AND SAVING USER PATTERNS

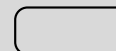
User patterns will be saved automatically after the **[STOP]** button is pressed.

Press **[MENU/ENTER]** to enter the naming menu under Pattern Record mode.

Press **[MENU/ENTER]** again to display the "No-/Yes+" menu to confirm.

See Naming section on page 9.

PATTERN/SONG



P100AF
UPtn100

Use **[+]** / **[-]** buttons or the data entry buttons to select a User pattern (051 - 100).

Press **[COPY/SAVE]**.

The LCD will display "Ptn Sel/Ptn/Part".

copy Ptn Sel
Ptn Sel/Ptn/Part

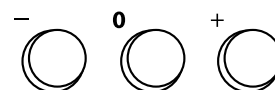
Use **[+]** / **[-]** to select the destination User pattern number.

Press **[MENU/SAVE]** to continue.

The LCD will display "No-/Yes+".

Process?
(No - / Yes +)

Press Yes **[+]** to confirm or press No **[-]** to cancel.



EDITING PATTERNS IN STANDBY MODE

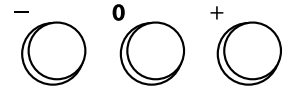
To erase the currently selected User pattern set (all the Main patterns with their Fill patterns), User patterns (A or B, Main or Fill), or a drum part, do the following:

Press **[ERASE]**

ERASE



Use **[+]** / **[-]** buttons to select what to erase:



"Erase Ptn Set" for User pattern set

Erase Ptn Sel
Ptn Set

"Erase Ptn" for User patterns

Erase Ptn Sel
Ptn

"Erase Ptn Part: xx" for a drum part.

Press **[DOWN]** and strike the appropriate pad to select a part.

Erase Ptn Sel
Part

Then press **[DOWN]** to erase your selected pattern set, pattern or part.

DOWN



A confirmation will be displayed:

or:

Erase Current
Pattern 051A?

Erase Part?
Pad 1

Press **[MENU/ENTER]** to execute.

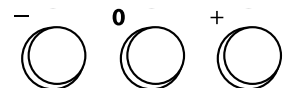
MENU/
ENTER



The Process Confirmation Screen will be presented.

Process?
(No - / Yes +)

Then press **[+]** to process or **[-]** to cancel



At any time you may press **[EXIT]** to cancel.

EXIT

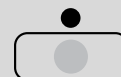


EDITING PATTERNS DURING RECORDING

Select the desired source Pattern **[+]** / **[-]** and Set **(A,AF,B,BF)**.

P051A
U-Rock1

Enter "Recording Setup."



Select Mode: **[+]** / **[-]** – Normal or Step

Press **[Play/Pause]** to begin editing.

Ptn Rec Setup
Recode: Normal

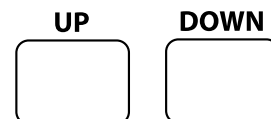
Step Mode

In Step mode you may erase a single note or change its velocity.

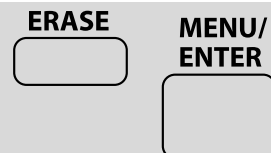
Use **[F.F/NEXT]** and **[REW/PREV]** to locate the step which contains the note to be modified or erased



Use **[DOWN]** / **[UP]** to select the note



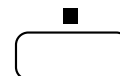
To erase a single note, press **[ERASE]** and then press **[MENU/ENTER]** to confirm.



To change the velocity setting, press **[+]** / **[-]** or use the numeric keys to set the desired velocity.

Ptn Rec Setup
P8 Vel: 025

Press Stop to exit Step mode and save changes



Normal Mode

To erase several beats of a drum part do the following:

Press and hold the **[ERASE]** button.



Trigger a drum part to start erasing (the part cannot be changed during erasing).

Release the **[ERASE]** button.

SONG MODE

BASICS

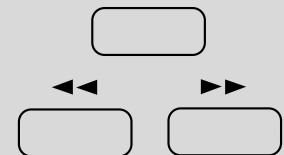
The SDMP1 allows for 100 songs that may be recorded, edited and played back. There are no pre-set songs so they may all be considered User.

A song has a maximum of 128 "steps" which are linked together to create the whole song. Each step contains pattern sub-set and main-to-fill switching information.

To select a song for recording or playback, press the **[PTN/SONG]** button to display the currently selected song.

Then use the **[+]** / **[-]** buttons, the numeric keys or the **[F.F/NEXT]** and **[REW/PREV]** buttons to select the desired song number.

PATTERN/SONG



The LCD screen will display the initial pattern, song number and step.

P051A >> P051A
▶ 5001:001

SONG PLAYBACK CONTROLS

BUTTON	STOPPED	PLAYING	PAUSED
▶	Play	Pause	Play
▶▶	Next Song		
◀◀	Previous Song		
■		Stop	Stop

FILL








During playback, the current step may be repeated by holding the **[FILL]** button.

RECORDING SONGS IN NORMAL MODE

BUTTON	STOPPED	READY	RECORDING	PAUSED
●	Record Ready	Standby		
▶		Record	Pause	Resume
■		Standby	Standby	Standby
▶▶	Next Song			
◀◀	Previous Song			

RECORDING SONGS IN STEP MODE

BUTTON	STANDBY	READY	PAUSED
	Ready	Standby	
		Record	
			Next Step
			Previous Step
		Standby	Standby

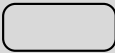
EDITING A SONG IN STANDBY MODE

In standby (stopped) state, songs may be erased or copied.

To erase a song:

Press the **[PTN/SONG]** button and use the **[+] / [-]** buttons or the numeric keys to select the desired song.

PATTERN/SONG



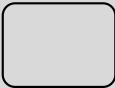
Press the **[ERASE]** button.

ERASE



Press **[MENU/ENTER]** to execute.

MENU/
ENTER



The Erase confirmation screen will be shown.

Process?
(No - / Yes +)

The Process confirmation screen will be shown.

Press **[+] / [-]** to confirm or cancel.

Or press **[EXIT]** to cancel.

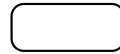
EXIT



To copy the currently selected song:

Press the **[SAVE/COPY]** button.

**SAVE/
COPY**



Press the **[+] / [-]** buttons or the numeric keys to select the destination song number.

COPY Song To
S057

Press **[DOWN]** to enter the step number after which the copied song should be inserted and press the **[+] / [-]** or numeric keys to select the desired offset.

To replace the entire song, the destination song number should be erased first.

STEP OFFSET
004

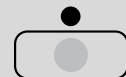
Press **[MENU/ENTER]** and use **[+] / [-]** to confirm or cancel.

Process?
(No - / Yes +)

EDITING A SONG DURING RECORDING (STEP MODE ONLY)

During recording you may erase a step, insert a step and/or change patterns or main-to-fill switching times.

Press **[REC]** to enter Step Recording mode.

**To erase the current step:**

Use the **[F.F/NEXT]** / **[REW/PREV]** buttons to locate the step to be erased.

SONG STEP REC
STEP003: 001A

Press the **[ERASE]** button, then press the **[MENU/ENTER]** button to erase the step.

No additional confirmation will be required.

Erase Current
Song Step?

Or press **[EXIT]** to cancel.

EXIT



To change patterns or main-to-fill switching time:

Use the **[F.F/NEXT]** / **[REW/PREV]** buttons to locate the step to be modified



Use the **[+]** / **[-]** or data entry buttons to select another pattern if desired.

Song STEP REC
STEP003: 051A

Press the **[DOWN]** button to select the Fill pattern screen.

Song STEP REC
Fill: ----/-----

Use the numeric keys or the **[+]** / **[-]** buttons to select a Fill pattern.

Song STEP REC
Fill: 002/-----

Press **[DOWN]** again to set the main-to-fill switching time using the numeric keys or the **[+]** / **[-]** buttons.

DOWN



To insert a step:

Use the **[F.F/NEXT]** / **[REW/PREV]** buttons to locate the step that is positioned before the desired insert position.



Press **[SAVE/COPY]** and the confirmation screen will appear.

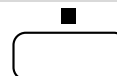
Song STEP REC
STEP003: 051A

Press the **[MENU/ENTER]** button to insert the step.

**MENU/
ENTER**



Press **[STOP]** to return to standby mode.



Or press **[EXIT]** to cancel.

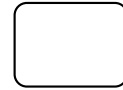
EXIT



METRONOME

Press **[DOWN]** / **[UP]** buttons to select "Metronome" and press the **[MENU/ENTER]** button to select the Metronome menu.

UP



DOWN



Press **[+]** / **[-]** to select "On/Off/Recording." If click is ON, the Metronome will start automatically.



Press **[DOWN]** to enter the volume menu, and press the **[+]** / **[-]** buttons or the data entry buttons to adjust the Metronome volume. Volume range: 0-32.

DOWN



Press **[DOWN]** to enter the interval menu, and press **[+]** / **[-]** buttons to select the Metronome interval. Interval selections: 1/4, 1/8, 1/12, 1/16, and 1/24.

DOWN



DRUM INSTRUMENT LIST

#	Name	#	Name	#	Name	#	Name
Acoustic Kick		63	808 2 Bass Drum	126	Piccolo Snare Rim 1	189	Buzz Snare 2
1	24" Maple Bass Drum	64	808 Long Bass Drum	127	14" Brass Muffled	190	Rave Snare 1
2	22" Maple Bass Drum	65	909 Bass Drum	128	14" Brass Snare Muffled Rim	191	Poison Snare 3
3	22" Birch Bass Drum	66	Voice Bass Drum	129	Vintage Snare 2	192	Rave Snare 2
4	22" Attack Bass Drum	67	Vox Bass Drum	130	Vintage Snare 2 Rim	193	Poison Snare 4
5	24" Rock Bass Drum	68	Rave 2 Bass Drum	131	Filtered Snare	194	Tight Snare
6	22" Resonant Bass Drum	69	Dry Rave Bass Drum	132	Studio Snare Cross Stick Hi	195	Electonica Snare 2
7	Dance 1 Bass Drum	70	Super Rave Bass Drum	133	Studio Snare	196	Electonica Snare 3
8	20" Dry Bass Drum	71	Space 1 Bass Drum	134	Studio Snare Cross Stick	197	Long Snare
9	18" Jazz Bass Drum	72	Dry Space Bass Drum	135	R&B Snare	198	Soft Snare
10	22" Dry Jazz Bass Drum	73	Dance Hall Bass Drum	136	R&B Snare Cross Stick	199	Reverse Snare
11	20" Dry Jazz Bass Drum	74	Dry Punch Bass Drum	137	Progressive Snare	200	Tight Snare 1
12	24" Open Big Band Bass Drum	75	Dance Hall 2 Bass Drum	138	Progressive Snare Cross Stick	201	Punch Snare
13	22" Dry Big Band Bass Drum	76	Space 2 Bass Drum	139	Lo Fi Snare	202	Snappy Snare 1
14	22" Single Head Bass Drum	77	Dance Hall 3 Bass Drum	140	Lo Fi Snare Rim	203	Snappy Snare 2
15	20" Open Jazz Bass Drum	78	Space 3 Bass Drum	141	Deep Snare	204	Crackless Snare
16	20" Dry Funk Bass Drum	79	Bounce Bass Drum	142	80's Snare Hi	205	Techno Snare 3
17	20" Resonant Funk Bass Drum	80	Angry Bass Drum	143	80's Snare Lo	206	Techno Snare 4
18	22" Dry Funk Bass Drum	81	Reverse Bass Drum	144	Distant Power Snare	207	Rave Snare 3
19	22" Resonant Hip Hop Bass Drum	82	Hallow Bass Drum	145	Deep Maple Muffled	208	High Snare
20	20" Dry Hip Hop Bass Drum	83	Dry Bass Drum	146	Studio Snare 2	209	Tight Snare 2
21	Buzz Bass Drum 1	84	Saw Bass Drum	147	Studio Snare 3	210	Tight Snare 4
22	20" Open Hip Hop Bass Drum	85	Space 4 Bass Drum	148	Jazz Snare 1	211	Tight Snare Rim
23	Vintage Open Bass Drum	86	Simmons SD5 1 Bass Drum	149	Jazz Snare Rim	212	Snappy Snare 3
24	Vintage single Head Bass Drum	87	Simmons SD5 2 Bass Drum	150	Jazz Brush Snare	213	Snappy Snare 4
25	Vintage Dry Bass Drum	88	Simmons SD5 3 Bass Drum	151	Jazz Brush Snare Rim	214	Simmons SD5 Snare 1
26	Power Bass Drum	89	Simmons SD5 4 Bass Drum	152	Jazz Snare 2	215	Simmons SD5 Snare 2
27	20" Birch Bass Drum	90	Simmons SD1 Bass Drum	153	Jazz Snare 3	216	Simmons SD5 Snare 3
28	Progressive Bass Drum	91	Simmons SD9 1 Bass Drum	154	Brush Sweep Snare	217	Simmons SD5 Snare 4
29	22" Maple 2 Bass Drum	92	Simmons SD9 2 Bass Drum	155	Brush Snare	218	Simmons SD7 Snare 1
30	20" Maple Bass Drum	93	Simmons SD9 3 Bass Drum	156	Brush Snare Rim	219	Simmons SD7 Snare 2
31	20" Tight Bass Drum	94	Simmons SD9 4 Bass Drum	157	Hard Brush Snare	220	Simmons SD9 Snare 1
32	24" Loose Bass Drum			158	Hit Brush Snare	221	Simmons SD9 Snare 2
33	22" Tight Bass Drum	Acoustic Snare		159	Soft Brush Snare 1	222	Simmons SD9 Snare 3
34	22" Tone Bass Drum	95	14" Steel Snare Low	160	Soft Brush Snare 2	223	Simmons SD9 Snare 4
35	20" Tone Bass Drum	96	14" Steel Snare Low Rim				
36	18" Single Head Jazz Bass Drum	97	14" Steel Snare High	Electronic Snare			
37	20" Single Head Bass Drum	98	14" Steel Snare 2 Hi Rim	162	House Snare 1	224	Open Tom 1
38	24" Tone Bass Drum	99	14" Brass Snare Lo	163	House Snare 2	225	Open Tom 2
39	24" Loose Bass Drum	100	14" Brass Snare Lo Rim	164	Step Snare	226	Open Tom 3
40	22" Punch Bass Drum	101	14" Tight Steel Snare	165	Step Snare Cross Stick	227	Open Tom 4
41	22" Power Bass Drum	102	14" Tight Steel Rim	166	Techno Snare 1	228	Open Tom 5
42	Buzz 2 Bass Drum	103	14" Brass Snare Hi Rim	167	Techno Snare 2	229	Open Tom 6
43	Dance 2 Bass Drum	104	14" Brass Snare Cross Stick	168	606 Snare	230	Attack Tom 1
44	22" Open Jazz Bass Drum	105	12" Popcorn Snare	169	808 Snare	231	Attack Tom 2
45	22" Rock Bass Drum	106	14" Maple Snare Lo	170	808 Snare Cross Stick	232	Attack Tom 3
46	22" Power 2 Bass Drum	107	14" Maple Snare Mid	171	909 Snare	233	Attack Tom 4
47	24" Rock Bass Drum	108	14" Maple snare Hi	172	Industry Snare	234	Attack Tom 5
48	22" Open Rock Bass Drum	109	Anvil Snare	173	Industry Snare Stick	235	Attack Tom 6
49	Gran Cassa Bass Drum	110	13" Tight Maple	174	Drum n Bass Snare 1	236	Single Head Tom 1
Electronic Kick		111	14" Studio Maple Lo	175	Drum n Bass Snare 2	237	Single Head Tom 2
50	Rave 1 Bass Drum	112	14" Studio Maple Mid	176	Junkyard Snare	238	Single Head Tom 3
51	Dry House 1 Bass Drum	113	14" Maple Funk Snare	177	Junkyard EFX	239	Single Head Tom 4
52	Dry House 2 Bass Drum	114	14" Maple Funk Snare Rim	178	Dirty Snare	240	Single Head Tom 5
53	Dry House 3 Bass Drum	115	14" Steel Funk Snare	179	Voice Snare 1	241	Single Head Tom 6
54	Step Bass Drum	116	14" Steel Funk Snare Rim	180	Voice Snare 2	242	Room Tom 1
55	Techno Bass Drum	117	Cross Stick	181	Voice Snare Rim	243	Room Tom 2
56	Drum N Bass Bass Drum	118	Fusion Snare	182	Voice X-Stick	244	Room Tom 3
57	Junkyard Kick Bass Drum	119	Wood Stick	183	Electonica Snare 1	245	Room Tom 4
58	Dirty Bass Drum	120	Room Snare	184	Poison Snare	246	Room Tom 5
59	Industry Kick Bass Drum	121	Vintage Snare 1	185	Tone Snare	247	Room Tom 6
60	Low Fi Bass Drum	122	Vintage Snare 1 Rim	186	Short Snare	248	Resonant Tom 1
61	Disco Bass Drum	123	Lo-Fi Snare	187	Poison Snare 2	249	Resonant Tom 2
62	808 Bass Drum	124	Splatch	188	Buzz Snare 1	250	Resonant Tom 3
		125	Piccolo Snare 1			251	Resonant Tom 4

SIMMONS
The first name in electronic drums.

DRUM INSTRUMENT LIST

#	Name	#	Name	#	Name	#	Name
504	909 HH Close	567	808 Conga Low	630	Marimba	693	Celestial
505	Junkyard HH Close	568	Voice Conga High	631	Xylophone	Guitar FX	
506	Dirty HH Close	569	Voice Conga Low	632	Tubular Chime	694	Guitar Short Chop
507	Bass HH Close	570	Timbale High	633	Steel Drum	695	Guitar Mute 1
508	Standard HH Pedal 1	571	TimbaleLow	SFX		696	Guitar Mute 2
509	Standard HH Pedal 2	572	TimbaleLow2	634	Junkyard Spring	697	Guitar Mute 3
510	Rock HH Pedal	573	Standard Cowbell	635	Electric Slide 1	698	Guitar Chop 1
511	Pop HH Pedal	574	Cha Cha Bell	636	Electric Slide 2	699	Guitar Chop 2
512	Brush HH Pedal	575	Bongo Bell	637	High Punch	700	Oh Yeah
513	60's HH Pedal	576	Mambo Bell	638	Metal Punch	701	Rock On
514	Mini HH Pedal	577	Songo Bell	639	Hi Q Zip	702	Guitar Slide
515	Bright HH Pedal 1	578	808 Cowbell	640	Hi Q Zap	DJ FX	
516	Bright HH Pedal 2	579	Simmons SD 5 Cowbell	641	Saw Wave	703	DJ Wha
517	Jazz HH Pedal	580	Shaker	642	Ding Bell	704	DJ Freh
518	Trashy HH Pedal	581	Cabasa	643	Punch	705	DJ Rub 1
519	Voices HH Pedal	582	Maracas	644	Low Punch	706	DJ Ehvit
520	House HH Pedal	583	808 Maracas	645	Cartoon Punch	707	DJ Rub 2
521	606 HH Pedal	584	Short Whistle	646	Double Punch	708	DJ Cut
522	808 HH Pedal	585	Long Whistle	647	Glass Break	709	DJ Chikah
523	Junkyard HH Pedal	586	Guiro Short	648	Boing	710	DJ Rub 3
524	Dirty HH Pedal	587	Guiro Long	649	Stream	711	DJ Rub 4
525	Bass HH Pedal	588	78 Guiro	650	Drain	712	DJ Chop
526	Closing HH	589	Claves	651	Cat	713	DJ Cut 2
527	Standard Splash	590	808 Clave	652	Cricket	714	DJ Rub 5
528	Pop Splash	591	Woodblock	653	Baby Bird	715	DJ Rub 6
529	Sky Splash	592	Woodblock Low	654	Birds	716	DJ Wiki Wiki
530	Bright Splash	593	78 Woodblock	655	Look At Da Birdie	717	DJ Rub 7
531	Bright 2 Splash	594	Cuica Muted	656	Start Up	718	DJ Shot
Percussion		595	Cuica Open	657	Spike Jr	719	DJ Rub 8
532	Metronome Bell	596	Triangle Muted	658	Spike	720	DJ Needle Scratch
533	Metronome Click	597	Triangle Open	659	Voice Cough	721	DJ Break
534	Sticks Click	598	78 Triangle	660	Voice Ugh	722	DJ Rewind
535	Finger Snaps 1	599	Sleigh Bells	661	Voice Mmmm	Loops	
536	Finger Snaps 2	600	Wind Chime	662	Voice Breath	723	Electronica
537	Solo Hand Clap	601	Bell Tree	663	Voice Pfruit	724	Bollywood 1
538	House Clap	602	Finger Cymbal	664	Applause	725	Bollywood 2
539	Standard Clap	603	Finger Cymbal Muted	665	crowd cheer	726	Drum Loop1
540	Big Clap	604	Castanets	666	Stadium Cheer	727	Drum Loop2
541	Simmons SD5 Clap	605	Surdo Muted	667	LOL	728	Drum Loop3
542	Simmons SD7 Clap	606	Surdo Open	668	Scream	729	Drum Loop4
543	Tambourine 1	607	Taiko	669	Heartbeat	730	Drum Loop5
544	Tambourine 2	608	Lotus Drum	670	Vintage Phone	731	Mute
545	Tambourine Hit	609	Rain Stick	671	Church Bell		
546	Tambourine Roll	610	Slap Stick	672	Step 1		
547	78 Tambourine	611	Open Tabla High	673	Step 2		
548	Vibraslap	612	Tabla Mute 1	674	Creaky Door		
549	Agogo Low	613	Open Tabla Low	675	Shut the Door		
550	Agogo High	614	Open Tabla Mid	676	Start the Car		
551	Bongo High 1	615	Slap Tabla	677	Skid Marks		
552	Bongo Low 1	616	Tabla Mute 2	678	Drive By		
553	Bongo High 2	617	Tabla bend	679	Giddy Up		
554	Bongo Low 2	618	Gong	680	Train		
555	Conga Slap Low	619	Timpani High	681	Helicopter		
556	Conga Slap High	620	Timpani Low	682	Pipe		
557	Open Conga High	621	Orchestra Hand Cymbals	683	Thunder		
558	Open Conga Low	622	Gran Cassa and Piatti	684	Sonar		
559	Conga Slap	623	Orchestra Hit	685	Explosion		
560	Conga bend	624	Techno Hit	686	Cannon		
561	Mute Conga	625	Horns Hit	687	Bomb		
562	Conga High	626	Voice Hit	688	Gun Shot 1		
563	Conga Low	Melodic		689	Gun shot 2		
564	Electronic Conga	627	Glockenspiel	690	Rifle Shot		
565	808 Conga High	628	Music Box	691	A-K		
566	808 Conga Mid	629	Vibraphone	692	Laser Ray		

DRUM KIT LIST

#	Preset Kit	#	Preset Kit	#	Preset Kit	#	Preset Kit
1	Open Kit	12	Fusion Kit	23	R&B Kit	34	Step Kit
2	Attack Kit	13	Jazz Kit	24	Latin Kit	35	Industry Kit
3	Standard Kit 1	14	Brush Kit 2	25	Brazil Kit	36	Voice Kit
4	Room Kit	15	Standard Kit 2	26	Steel Drum Kit	37	Techno Kit
5	Simmons Kit 1	16	Pop Kit	27	Orchestral Kit	38	Drum N Bass Kit
6	Simmons Kit 2	17	Prog Kit	28	Tabla Kit	39	Dirty Kit
7	Rave Kit	18	Single Headed Kit	29	Simmons Kit 3	40	Junkyard Kit
8	808 Kit	19	Vintage'69 Kit	30	Simmons Kit 4	41	DoubleBass
9	Percussion Kit	20	Vintage'71 Kit	31	909 Kit		
10	Brush Kit 1	21	Vintage'76 Kit	32	606 Kit		
11	Funk Kit	22	Roto Tom Kit	33	DJ EFX Kit		

PRESET PATTERN LIST

Number	Name	Tempo	Kit
1	Rock1	100	1
2	Rock2	120	1
3	Rock3	100	1
4	HardRock	120	1
5	Blues	100	4
6	Pop1	90	1
7	Pop2	120	1
8	Pop3	100	1
9	Pop4	100	1
10	Pop5	60	1
11	HipHop1	100	8
12	HipHop2	110	8
13	R&B1	120	8
14	R&B2	90	8
15	R&B3	90	8
16	Dance1	120	8
17	Dance2	120	8
18	Dance3	120	8
19	Dance4	120	8
20	Dance5	120	8
21	Funk1	100	11
22	Funk2	100	11
23	Fusion1	100	1
24	Fusion2	100	1
25	Swing	130	14
26	Bigband	160	13
27	Jazz1	150	14
28	Jazz2	120	14
29	Bossa	130	11
30	Samba	120	11
31	Rhumba	110	1
32	Mambo	110	1
33	Latin1	110	1
34	Reggae	80	1
35	Country1	120	4
36	Country2	70	4
37	Country3	120	4
38	Ballad1	90	1
39	Ballad2	70	1
40	Ballad2	90	1
41	Garage	130	4
42	Punk	140	1
43	Sky	140	1
44	Arabic	110	1
45	Arabic	110	9
46	Dangdut	150	9
47	Latin2	110	9
48	Latin3	140	9
49	Newage1	120	9
50	Newage2	140	9

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 Electric 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

MIDI IMPLEMENTATION CHART

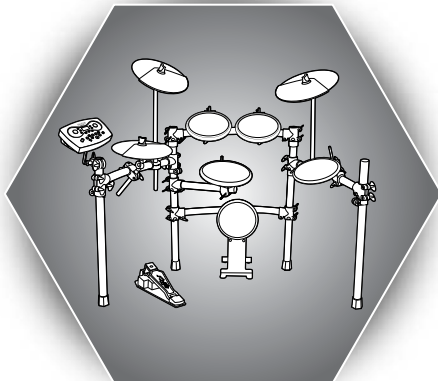
Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10 ch	1 - 16 ch	
	Changed Default	O X	O X	
Mode	Messages	X	X	
	Altered	*****	*****	
Note Number:	True voice	0 - 127 *****	0 - 127 0 - 127	
	Velocity	0 99H, V=1 - 127 0 99H, V=0	O O	
After Touch	Key's	X	X	
Pitch Bend	Channel's	X	X	
Control Change	0	X	X	Bank Select
	1	X	X	Modulation
	4	X	X	Foot Switch
	5	X	X	Portamento Time
	6	X	X	Data Entry
	7	X	X	Volume
	10	X	X	Pan
	11	X	X	Expression
	64	X	X	Sustain Pedal
	65	X	X	Portamento ON/OFF
	66	X	X	Sostenuto Pedal
	67	X	X	Soft Pedal
	71	X	X	TVF Resonance modify
	72	X	X	Env release time modify
	73	X	X	Env attack time modify
	74	X	X	TVF cutoff freq modify
	75	X	X	Env decay time modify
	76	X	X	Vibrato rate modify
	77	X	X	Vibrato depth modify
	78	X	X	Vibrato delay modify
	80	X	X	Reverb Program
	81	X	X	Chorus Program
	86	X	X	Sustain pedal
	90	X	X	Pitch note
	91	X	X	Reverb Level
	93	X	X	Chorus Level
	120	X	X	All Sound Off
	121	X	X	Reset All Controllers
	123	X	X	All Notes Off
	126	X	X	Mono on
	127	X	X	Poly on
Program Change		0	0	
System Exclusive		X	X	
System Common	: Song Position	X	X	
	: Song Select	X	X	
	: Tune	X	X	
System Real Time	: Clock	0	0	
Aux Messages	: Commands	0	X	START /STOP/CONTINUE
	: Local ON/OFF	X	X	
Messages	: All Notes OFF	X	X	
	: Active Sense	0	X	
		: Reset	X	

O: YES
X: NO

SIMMONS®

The first name in electronic drums.

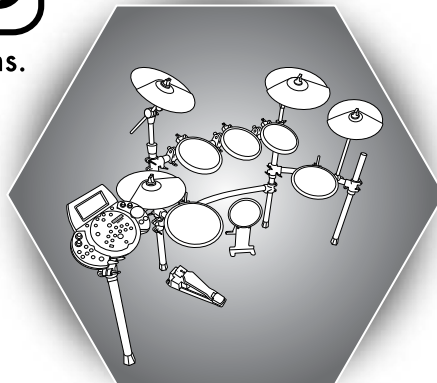
Full-featured drum kits, advanced practice pads, hybrid kits, versatile amps and more.



SD7PK

ELECTRONIC DRUM SET

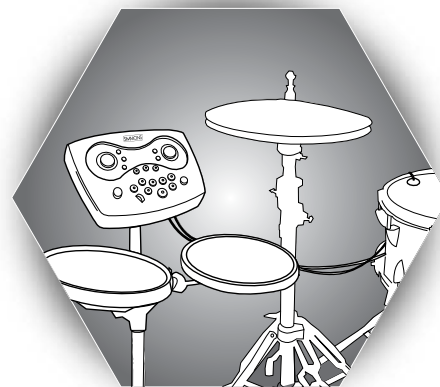
High-quality pads and toms for pro feel. Sturdy frame and rack clamps enhances durability. Module includes 300 voices, 20 preset kits, 30 user kits, and USB connectivity.



SD9K

ELECTRONIC DRUM SET

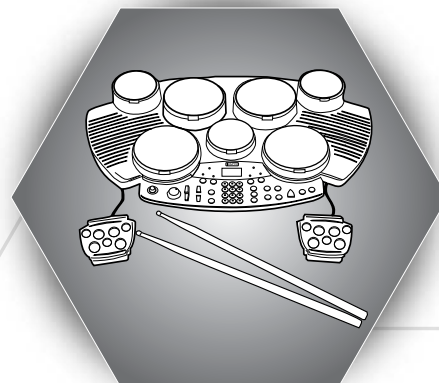
Sleek-looking module includes 725 voices, 40 preset kits, and room for an additional 59 user kits. Includes dual-zone snare drum pad, plus three dual-zone, choke-able cymbals and Hi-Hat.



SDHB2

HYBRID DRUM KIT

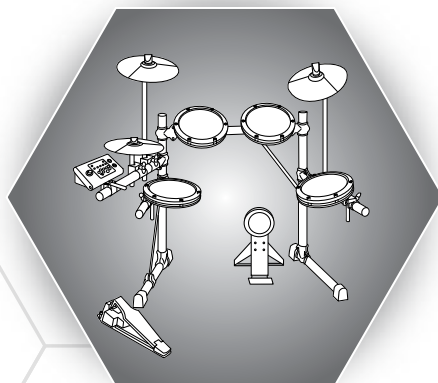
Expand your acoustic drum kit with digital sounds. Includes two 9" pro pads, two piezo triggers, and all the cables you need. Module includes 300 voices, 20 preset kits, 30 user kits and USB connectivity.



SDMK4

DIGITAL MULTI PAD ELECTRONIC DRUM SET

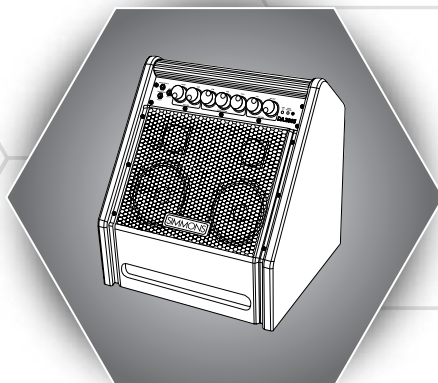
Ideal for practicing and recording on the go, this AC/DC powered digital drum multi-pad gives you 7 velocity-sensitive pads. Discover new rhythms with its 1000-note recording feature.



SD5K

ELECTRONIC DRUM SET

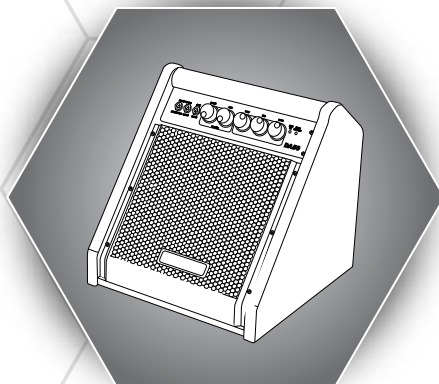
Versatile and easy to set up. Features sensitive drum pads that are durable, responsive and accurate. Sound module sports 237 sounds, 22 preset kits and storage for 10 user kit settings.



DA200S

200W STEREO DRUM AMP

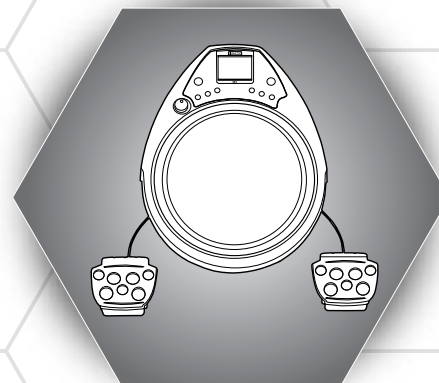
A 200-Watt, stereo drum amp featuring a 12" sub-woofer and a pair of mid-range and hi-frequency speakers. The 3-band EQ and 20 - 20kHz frequency response ensure great sound.



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.

MEET THE FAMILY

www.simmonsdrums.net

All products from our Fall 2010 line.