SIMMONS

ELECTRONIC DRUM KIT WITH MESH HEADS

TITAN 70

OWNER'S MANUAL

SimmonsDrums.net

SAFETY INSTRUCTIONS

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE CHASSIS. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.

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

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

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

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/ apparatus combination to avoid injury from tip-over (Figure1).

Figure 1

13. Unplug this apparatus during lightning storms or when unused for a long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

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

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

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

CONGRATULATIONS!

...on your purchase of this **Simmons Titan 70** Electronic Drum Kit. To get the most enjoyment from this kit, we recommend that you skim through this manual at least once, then refer back to it to learn more about specific functions.

CARING FOR YOUR TITAN 70 ELECTRONIC DRUM SET

LOCATION

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

POWER SUPPLY

- Turn the power switch OFF when the Titan 70 is not in use.
- The AC adapter should be unplugged from the AC outlet if the Titan 70 is not to be used for an extended period of time.
- Avoid plugging the AC adapter into AC 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.
- To avoid damaging the unit, turn the Titan 70 and all related devices OFF prior to connecting or disconnecting cables.

HANDLING AND TRANSPORT

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

CLEANING

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

ELECTRICAL INTERFERENCE

- The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the Titan 70 further away from the affected equipment.

SERVICE AND MODIFICATION

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

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FINAL ASSEMBLED KIT

FEATURES

TITAN 70 SOUND MODULE GENERAL FEATURES

POLYPHONY

- Voices - 64

SOUND

- Drum Voices - 314
- Drum Kits - 50 Preset / 20 User
- Songs - 3 Preset / 7 User

EFFECTS

- Reverb: Hall1, Hall2, Room1, Room2, Room3, Stage1, Stage2, Plate, Delay, Echo, Off.
- Compressor: Easy, Grind, Roomy, Pummel, Stomp, Spank, Pump, Nuke, Kit, Off

TRIGGER INPUTS

- 25-Pin Multi Trigger Input
- EXP 1 and EXP 2 dual-zone inputs

EXTERNAL CONNECTIONS

- 1/8" Headphone Output
- 1/4" Line Outputs (Left/Mono and Right)
- 1/8" TRS Aux Input with Level Control
- USB Connection for MIDI Output via computer
- Bluetooth Wireless Audio and MIDI

SEQUENCER

- Preset Songs - 3
- User Songs - 7
- Tempo- 20-280 BPM
- Click/Metronome- Time Signature, Tempo

POWER

- 9v, 600mA, Center Positive

OTHER HARDWARE

- Drum Rack and mounts
- 7" Kick Drum pad
- 10" Dual-zone Snare mesh drum
- 8" Dual-zone Tom mesh drums (x4)
- 10" Single zone Hi Hat pad
- 10" Single zone Crash Cymbal pad with Choke (x2)
- 12" Triple zone Ride Cymbal pad
- Hi-Hat pedal (x1)
- Kick Drum Pedal (x1)

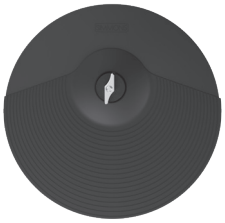
ASSEMBLING YOUR KIT

INSIDE THIS PACKAGE

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

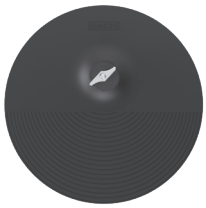
Cymbals

Triple Zone
12" Ride Cymbal Pad



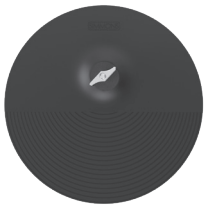
T70CYM12T

(2x) Single Zone with choke
10" Crash Cymbal Pad



TSCYM10SC

Single Zone
10" Hi-Hat Cymbal Pad



TSCYM10S

Drum Pads

Dual Zone
10" Snare Mesh Drum

T70PAD10D

4x Dual
8" Tom Mesh Drums

T70PAD8D

Drum Rack

T70RK

Kick Pad

Bass Drum Pad & Pedal

T70KP7/TSKPDL

Hi-Hat Pedal

Foot Controller

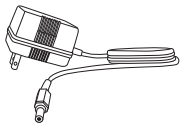
T70HHC

Drum Module & Tablet Shelf

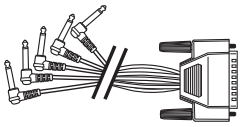
T70M

Accessories

AC Adaptor



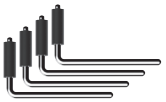
Multi-pin Cable Harness



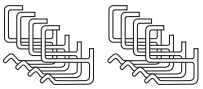
Drum Key

1 Snare L-Rod

4 L-Rods for Pads

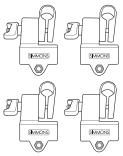


10 Cable
Rack Clips

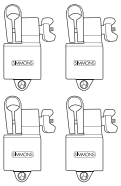


4 Hook-and-Loop
Cable Strips

4 Cymbal
Clamps

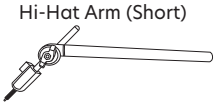


4 Toms
Clamps

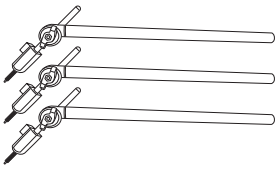


1 Pair
Drumsticks

Hi-Hat Arm (Short)



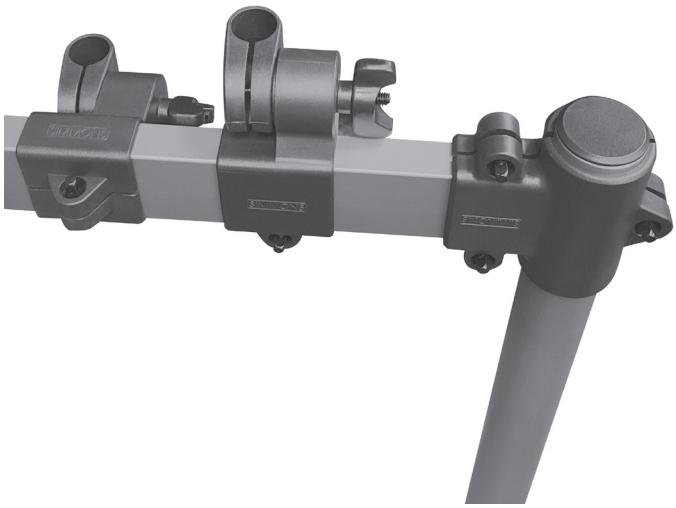
3 Cymbal Arms (Long)



ASSEMBLING YOUR KIT

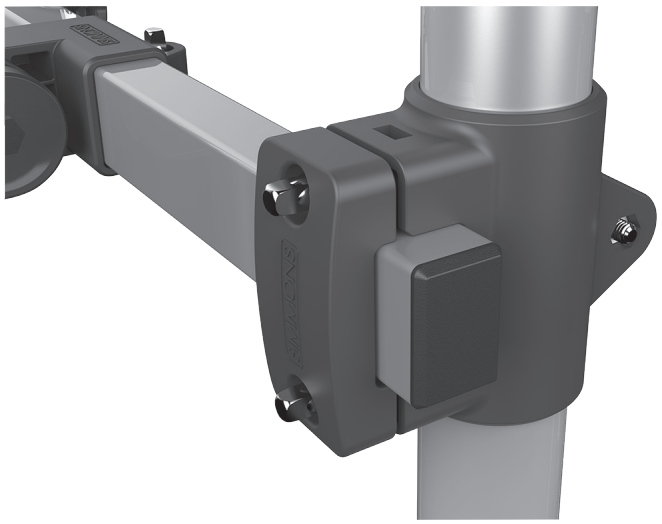
The Titan 70 rack comes pre-assembled with all clamps already in place

1. Pull rack out of box.
2. Loosen nuts on side arms and snare clamps so you can rotate bars. The Simmons logo in the middle of the rack should face the back of the kit.
3. Pull the side arms and snare arm out into their playing positions.
4. Take the Tom 4 and Crash 2 clamps out of box labeled "Clamps."
5. Loosen and remove the right rack leg and slide the Tom 4 and Crash 2 clamps onto the right rack arm.
6. Reattach the right rack leg and tighten nuts on side arm clamps.
7. Loosen L-rod wing nuts on tom clamps: the clamps that angle up above the rack. Insert plastic of L-rod into tom clamps and tighten wing nuts. Add another L-rod to the snare clamp, the one that faces the player on the short arm.



NOTE 1: We recommend putting the Titan 70 on a drum rug to keep the components together.

NOTE 2: The right-side bar has a pass-through clamp, designed to make the rack expandable. You can make this arm shorter when you assemble the kit to save space.



ASSEMBLING YOUR KIT

ATTACHING THE CYMBAL PADS

1. Insert the three longest cymbal arms into the flat rack clamps facing behind the rack.
2. Insert the shorter hi-hat arm on the left-side arm's cymbal clamp.
3. Remove top wing nut and felt from cymbal arm. Place cymbal pad on the cymbal arm.
4. Re-attach the felt washer and wing nut. Tighten wing nut.

NOTE: If you want the cymbal pads closer, you can angle the bottom section from the clamp and use the "boom" joint to make the cymbal flat or any angle you want.

ATTACHING THE DRUM MODULE AND DRUMS

1. Loosen wing screws on the snare and tom drum clamps.
2. Place the L-rods into the opening of the drum clamps, as shown in the image above. The shorter, thicker end of the L-rod goes into the clamp and the longer, metal end faces the drummer.
3. Slide the drum pads onto the L-rods. The 10" snare pad goes on the arm closest to the drummer. The other four 8" tom pads go on the other four clamps.
4. Loosen the module clamp, the one furthest to the drummer's left. Insert the module into the clamp and tighten.

BASS DRUM AND HI-HAT PEDAL

1. Place the hi-hat pedal on the floor and to the left, as illustrated below.
2. Connect the kick drum pedal to the front of the kick drum pad. The clamp on the back of the kick pedal attaches to the metal lip on the front of the kick pad. Replace with your own kick pedal if you want, nearly any kick pedal should fit the clamp.
3. Place the bass pad and beater pedal on the floor in the center of the rack as illustrated.

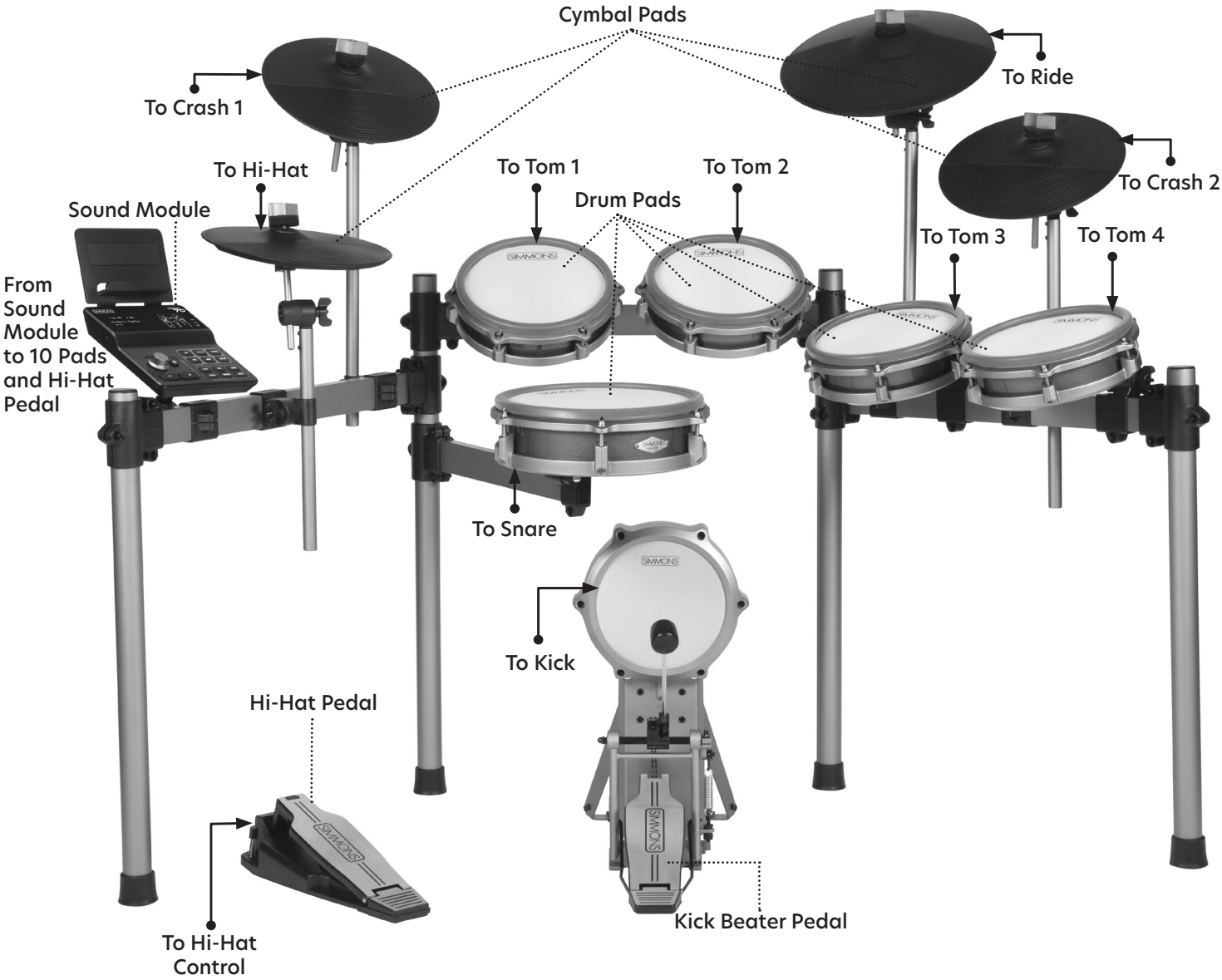
CONNECTIONS

CONNECTING THE SOUND MODULE AND PADS

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

Using the provided cables, connect the 1/4" jacks to the corresponding drum pads, cymbal pads and kick pad. The 25-pin connector will attach to the multi-pin connector serial port on the bottom of the sound module. *(See illustration below)*

The voice of the hi-hat pad is controlled by the hi-hat pedal. Plug into the Hi-Hat pedal the plug that is labeled "HH Pedal." Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is pressed down, it functions as a 'closed hi-hat'.

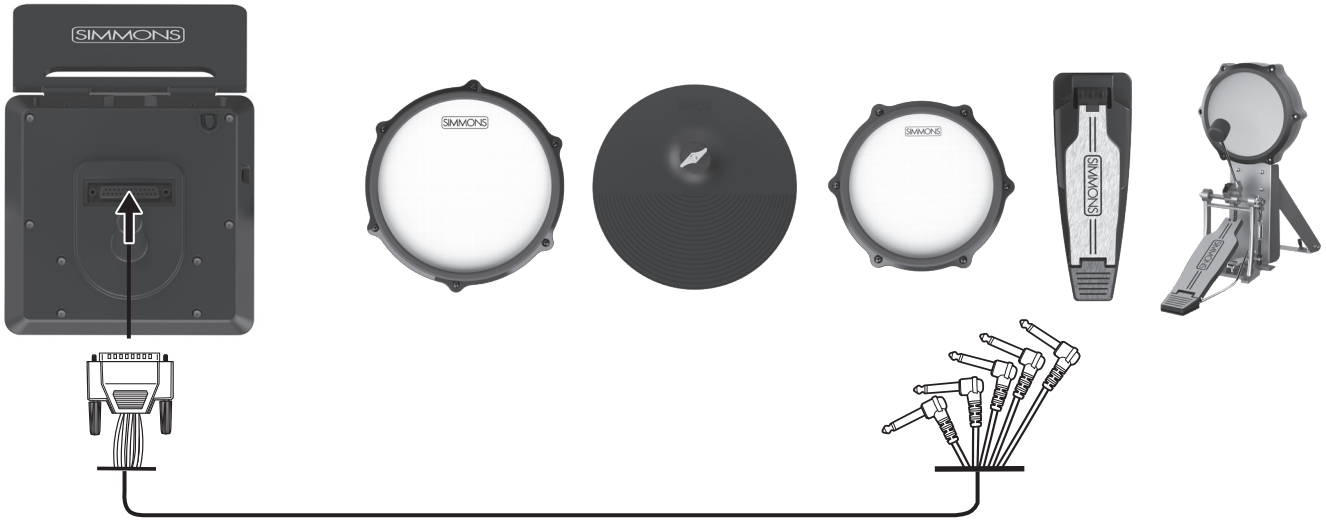


**See Appendix for Pad, Triggers, Name and MIDI chart.*

CONNECTIONS

CONNECTING THE SOUND MODULE AND PADS

Using the provided cables, connect the 1/4" jacks to the corresponding drum pads, cymbal pads and kick pad. The pin connection will attach to the serial port of the sound module. (See illustration.) The cables have some extra length so you can customize the kit, for example swapping the crash and ride for left-handed players.



NOTE: Use the included cable clips to attach cables to the back of the rack and the hook-and-loop ties to attach cables to the vertical sections of the rack.

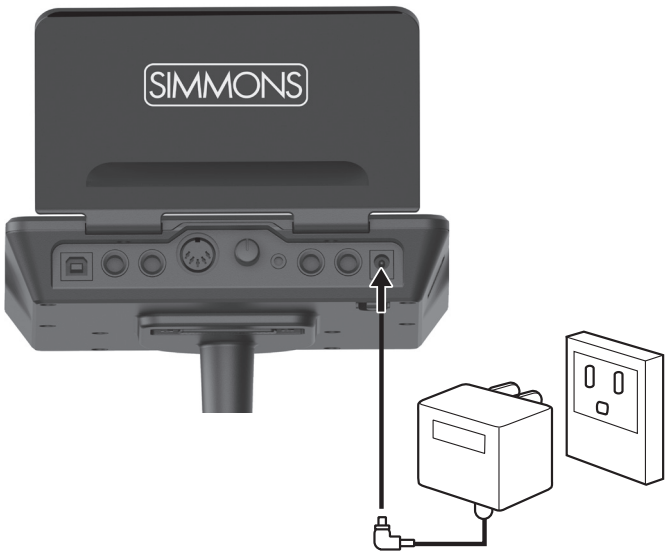
AC ADAPTER

The Titan 70 module uses an external power supply called an AC Adapter. This plugs into the back of the module.

Make sure the power is switched OFF on the module and connect the power adaptor with the DC IN jack on the rear panel. For extra protection, there is a cable clip for the power cable on the bottom of the module. Insert the power cable through the C-shaped opening.

NOTE: To protect the speakers, amplifier and the drum module from damage, lower the volume to the minimum level before switching the power ON.

Make sure the power is switched OFF when connecting the drum module to external devices.

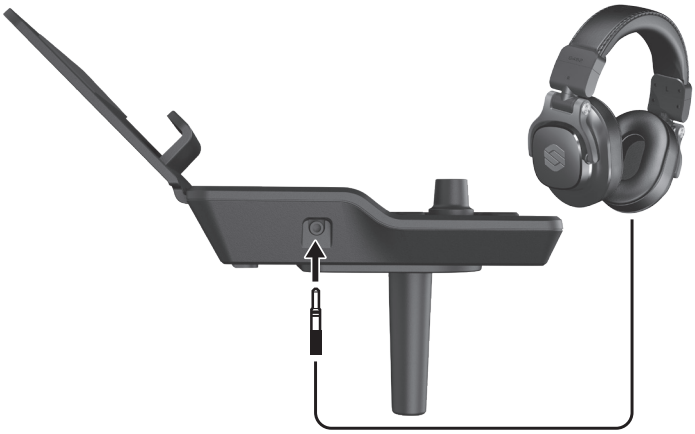


CONNECTIONS

CONNECTING AUDIO EQUIPMENT

Mixers and Amplifiers

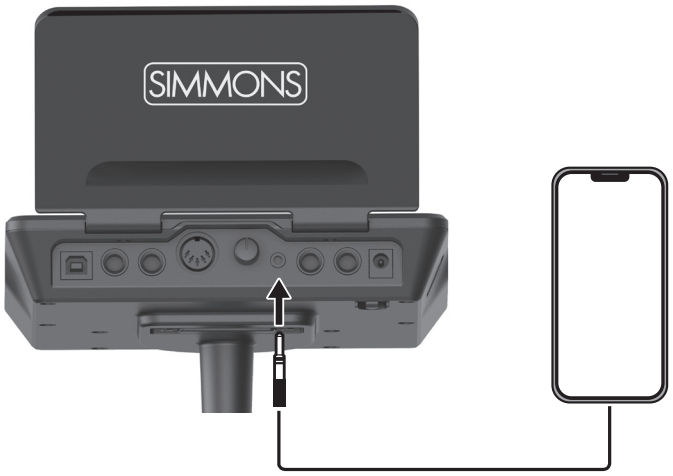
1. To listen to the module, send the outputs to a mixer or drum amplifier. Connect the Output L/MONO and R jacks on the rear panel to your amp. (For monaural playback, only use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.)
2. The volume from the module is adjusted with the VOLUME knob. This controls both the line outputs and the headphone output volume.
3. You can connect a standard pair of headphones to the Titan 70 module to listen to your electronic drum set without disturbing others. Connect the headphones to the 1/8" headphone jack located on the left side of the drum module. Adjust the volume to a comfortable level to avoid damaging your hearing.



AUX INPUT

This input allows you to mix the input from external audio sources with the Titan 70 module's internal sounds.

1. Plug the audio output of your smartphone, tablet, or other audio source into the AUX IN jack on the back panel.



CONNECTIONS

CONNECTING MIDI DEVICES AND COMPUTERS

MIDI stands for Musical Instrument Digital Interface, which is a world-wide standard communication interface that enables electronic musical instruments and computers (of all brands) to communicate with each other. MIDI sends note and other communication between devices. This exchange of information makes it possible to create a system of MIDI instruments and devices that offer greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other controllers, your musical horizons will be greatly enhanced.

BLUETOOTH WIRELESS AUDIO AND MIDI

The Titan 70 includes Bluetooth wireless audio and MIDI for connection to apps like the Simmons App for iOS and Android. (See page 29) for connection instructions.

USB AUDIO AND MIDI CONNECTION

The USB connector allows you to connect the module directly to your computer. It can be connected without driver installation under the Windows & macOS environment. The module will be recognized to receive and transmit Audio and MIDI messages through a single USB cable, The Titan 70 module will appear as "Titan 70" in the USB device options of your software. (See page 28 for more information)

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

TABLET SHELF

The Titan 70 includes a smartphone and tablet shelf. Press this shelf into the slots on the back of the module until you feel a click. You can rest your device here and rubber padding keeps it from moving too much. Excessive playing will vibrate the shelf, however, so keep an eye on your device when thrashing the drums. You can also put this manual or music notation on the shelf.

TITAN 70 DRUM MODULE OPERATION

TOP PANEL

TITAN 70 DRUM MODULE OPERATION

TOP PANEL

1. Volume Knob: Controls Line Outputs and Headphone Output.
2. Power Button: Switches the module on and off.
3. + and - Buttons: Change kits, songs, or values in menus
4. Kit: Press this to exit out of menus and back to the main screen of the module, Kit Mode.
5. Practice: Press to enter Practice mode. (see page 24)
6. Song: Press to access Song Mode to play the preset and user songs.
7. Mix: In Kit mode, press this button to change the level, pan, and effects for the drum kit. In Song mode, press this button to change the balance between the drum sounds and the backing tracks.
8. Edit: In Kit mode, press this to change drum sounds and drum sound parameters. In Song or Practice mode, press this to change the song settings. To access more parameters for editing, keep pressing this button. Press Kit or Song to exit this edit mode.
9. Setup: Press this button to change global settings like trigger sensitivity and MIDI. Press the button repeatedly to select other parameters for editing.
10. Play: Press once to start song playback. Press a second time to stop playback.
11. Rec: Press to begin recording your own song to the User Song as a MIDI performance.
12. Save: Press to save your drum kit edits to a User Kit.
13. Click: Turn the Metronome on or off.
14. Tempo: Press Tempo then + or - to change the tempo of the song or metronome. You can also tap the tempo button to the rhythm you want to set it to automatically.
15. Mute: in Song mode, press this button to mute the drums so you can play along with the backing tracks.
16. LED Display: This display shows any information you need to know about the drum kit.
17. Drum Display: Lights up when you play a drum. When in editing mode, the selected drum will slowly flash. For example, press Kit then Edit, then play the snare drum. The snare LED will pulse to show it is selected for editing. All of the drum pads light up white except the snare rim, which lights up in red.
18. Bluetooth Indicator: When a device is connected to the module over Bluetooth, this LED will light up blue.

TITAN 70 DRUM MODULE OPERATION

BOTTOM PANEL

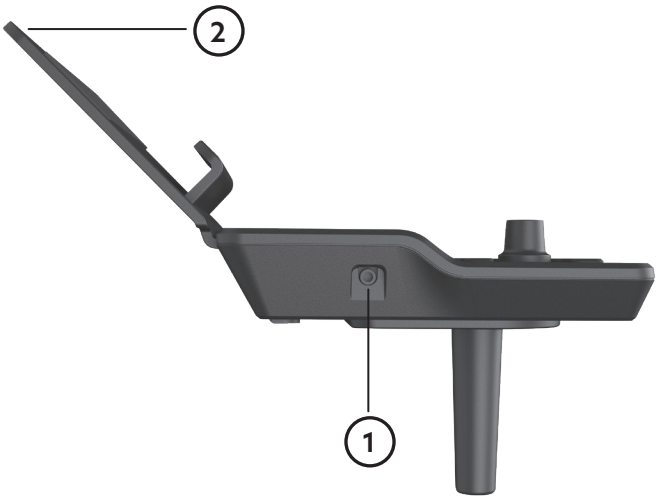
1. **25-pin Connection Jack for the pad trigger cables.**
2. **Cable hook for power cable.**

BACK PANEL

1. **USB:** Connect to computer for MIDI in and out.
2. **EXP1 and EXP2:** Used to connect additional dual-zone pads
3. **MIDI Out**: Connect to equipment that accepts a 5-pin DIN MIDI output.
4. **Aux Input Level:** Use this to turn down the level coming to the Aux Input if necessary.
5. **Left/Mono and Right:** Line outputs to connect to a sound system or drum monitor. If you only plug into the Left/Mono output, it will include both left and right signals over one cable.
6. **Power:** Connect the included power adapter. (9V/600mA, center positive)

SIDE PANEL

1. **Headphone Out:** Located on the left side of the module near the display, this 1/8" stereo output works with most consumer and professional headphones
2. **Tablet/Smartphone Shelf:** Holds a tablet or smartphone so you can play along with music and videos or use apps. Rubber padding on the shelf keeps devices from falling off.



QUICK START OPERATIONS

TURNING THE POWER ON THE MODULE

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

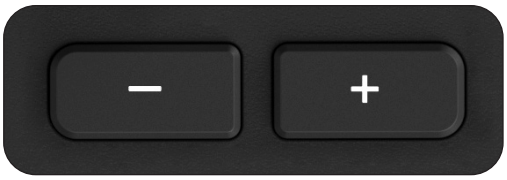
NOTE: There is an automatic power off function that turns off the module when the kit is not being used for a certain period of time. The default setting is off. If this gets changed you can reset this in the Utility mode.

BASIC OPERATION AND NAVIGATION

There are 4 main modes for the module: KIT, SONG, PRACTICE and SETUP. To enter these modes press the corresponding buttons on the top panel of the module.

ADJUSTING VALUES

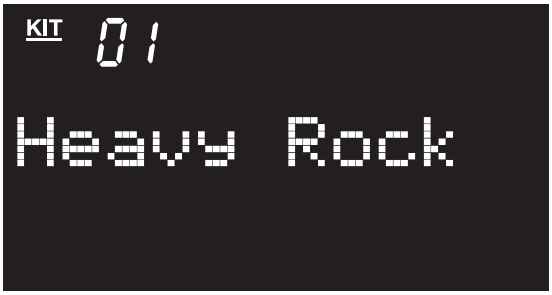
1. Select the parameter to be adjusted. When you first turn on the module, Kit Number is selected for changes.
2. Adjust the value using + / - buttons.



KIT MODE

SELECTING A KIT

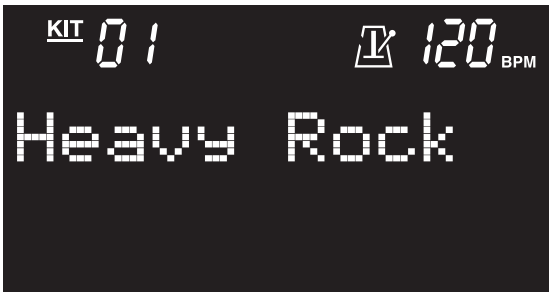
1. Press the KIT button. The current Kit number and Kit name are displayed.
2. Press the - /+ buttons to select the 50 Preset or 20 User Kits.



USING THE METRONOME (CLICK)

The CLICK is the metronome sound that is played when you are listening to play along with.

1. Press the CLICK button to switch the metronome on or off.
2. Press the Tempo button to change the tempo using the + and - buttons.
3. To change the time signature of the metronome, press SETUP until you see "TimeSig" and choose the desired signature. The default is 4/4 and the other choices are: 1/4, 2/4, 3/4, 5/4, 6/4, 7/4, 3/8, 6/8. 7/8, 9/8, and 12/8.
4. When the click is active, you will see the display animate the metronome back and forth to the tempo you set.



USING A DOUBLE-KICK PEDAL

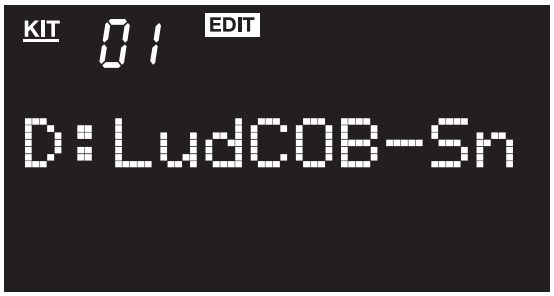
The kick pad on the Titan 70 was designed to work with a double kick pedal. When playing with a double-kick pedal, you might want to play a closed high-hat sound, similar to "opening the choke" on an acoustic hi-hat stand. Here's how you do this on the Titan 70:

1. Press SETUP
2. The first display should read "Hi-Hat:Pedal" This is the default setting, the hi hat controller pedal controls whether the hi hat is open or closed.
3. Press the + button to change this to "Hi-Hat: Mid." This is the equivalent to opening the choke on your hi-hat stand so that the cymbals touch. This gives a trashier sound for playing hard rock or metal styles.
4. Press the + button again to change this setting to "Hi-Hat: Cl." This is a dryer, closed sound equivalent to tightening the choke on your hi-hat stand.
5. If you step on the pedal, even after exiting this menu, the hi-hat control will revert to "Pedal" for normal operation.

KIT MODE - ADVANCED

EDITING A DRUM SOUND

1. Press the KIT button.
2. Press the EDIT button to see the screen for the current sound.
3. Strike a drum pad to view the Voice currently assigned. The LED for that drum pad will pulse in the drum display to the right of the LED display.
4. Press the -/+ buttons to change the current parameter. The first parameter selected is Drum Sound. Press + and - at the same time to return to the preset setting.
5. Press EDIT again to select a different parameter to change.
6. Press the SAVE button to save the assignment to a User Kit. (See Saving a kit)



Parameter	Definition	Notes
D:	Drum Sound	Press +/- to select a drum sound in the current sound category (Snare, Kick, Perc, etc.) Press EDIT/SEL again to choose a different category of sounds to assign.
DCat:	Drum Category	Select a different category of sounds for the current pad.
Pitch	Drum Pitch	Change the Pitch of the current sound. Range is 0 to -24 (pitch change is negative only)
Decay	Drum Decay time	Range is -64 to 0 to +63. In most cases a + value won't change the sound. This simulates damping the drum with tape or a wallet

KIT MODE - ADVANCED

EDITING THE KIT MIX

1. Press the KIT button.
2. Press the MIX button to see the screen for the current sound.
3. Strike a drum pad to view the Voice currently assigned. The LED for that drum pad will pulse in the drum display to the right of the LED display.
4. Press the -/+ buttons to change the parameter. The first parameter selected is Drum Level. Press + and - at the same time to return to the preset level.
5. Press MIX again to select a different parameter to change.
6. Press the SAVE button to save the assignment to a User Kit. (See Saving a kit)

Parameter	Definition	Notes
Level	Drum Level	Press the + and - buttons to change the volume of the current drum sound. The default for most kits is to have the snare levels at 127 for the best noise performance. So if you want the snare to be louder, you need to turn all the other drums down. Drum Level and Pan are always shown in the bottom left corner in mix edit modes.
Pan	Drum Pan	Press the + and - buttons to change the panning or balance of the current drum sound. The default for most kits is to have all the drum panning at center, because most of the acoustic drum samples are in stereo (even the hi hats!) Drum Level and Pan are always shown in the bottom left corner in mix edit modes.
RevSend	Reverb Send	Change the amount of reverb send for the current pad to the internal reverb effect. Note that Reverb Level needs to be turned up to hear the effect
RevProg	Reverb Program	Change the reverb program from a concert hall to a small room, etc.
RevLevel:	Reverb Level	This is the overall level of the reverb effect. If there is too much or too little reverb, you can change this one setting instead of each individual reverb send level.
CompProg	Compressor Program	This chooses one of the compressor presets to change the sound of that effect. "Kit" selects the settings saved in that preset kit, if any. "Off" disables the compressor.
CompThr	Compressor Threshold	The Compressor Threshold is the level where the compressor takes effect. If this setting is high, you won't hear much effect. As you turn this lower, you will hear more compression.
EQ High	EQ high shelf gain	Increases or decreases the high (treble) frequencies of the drum kit
EQ Low	EQ low shelf gain	Increases or decreases the low (bass) frequencies of the drum kit

KIT MODE - ADVANCED

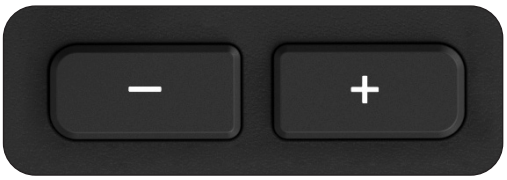
SAVING AND NAMING A KIT

1. Select and edit a Kit.
2. Press SAVE
3. Press the -/+ buttons to choose a User kit to save over. (You can't write over the preset drum kits)
4. Press the SAVE button again.
5. To rename the Kit, press + and - to change a letter. Press EDIT to move the cursor to the next letter to change.
6. Press SAVE one last time to write the kit. The display will read "Saved" then return to Kit mode.

FACTORY RESET

If you ever want to return all settings to the defaults from when the kit was new, or if he module starts acting strangely, a reset may fix this issue

1. Switch the module off.
2. Hold the + and - buttons.
3. Switch the module on. The screen will read "FactoryReset" and all settings will return to their defaults. Any changes to trigger settings, user kits, etc. will be lost.



SONG MODE

PLAYING A SONG

1. Press SONG, select a song number, then PLAY to play a song.
2. Press the PLAY button to stop playback of the song.

NOTE: You can temporarily change the tempo of a song while playback is in progress. The song returns to its preset tempo when a different song is selected.

MUTING THE DRUM PART

1. While a Song is playing press the MUTE Button. This will mute the drum part. The screen will show the mute status "Drum Mute" or "DrumMute Off".
2. To unmute the Drums press MUTE again.

CHANGING THE DRUM MIX

After muting the drum part in the step above, you can change the balance between your drum sounds and the backing track with the Mix button.

1. While in Song mode, press the MIX Button. You will see the mix displayed, "Mix: 50/50".
2. Press the + and – buttons to change the balance between the drums and the accompaniment (guitar and bass).

CHANGING THE TEMPO OF A SONG

1. Press the SONG Button. The current song will be displayed.
2. Press Play to start song playback.
3. Press TEMPO, then press + or – to change the tempo. You can also press the TEMPO button to the rhythm you want to play and it will automatically set the tempo.

NOTE: The song sounds best at its default tempo.

COPYING A SONG

You can copy a Preset song to a user song, then replace the drum track.

1. Select a Song.
2. Press the SAVE button to save the to a User song.
3. Press the -/+ buttons to choose the User song to save to.
4. Press the SAVE button to rename the User song.
5. Press the EDIT button to move the cursor.
6. Press [+/-] to change the character.
7. Press the SAVE button one more time to save the song to a user location.

NOTE: If you want to rename a user song, save the song to the same position, then use the rename instructions.

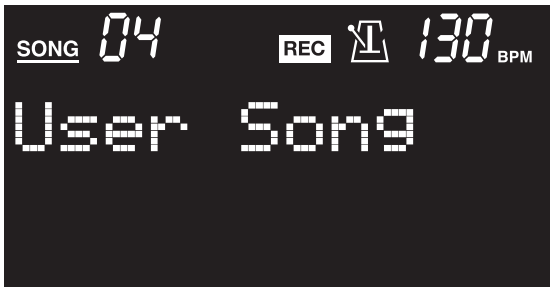
RECORDING A SONG

TO RECORD

1. Press the Song button.
2. Select one of the User songs. Songs 1-3 are presets that you can't record over, songs 4-10 are user songs. If you don't select a song, it will record to song 4 (User Song 1).
3. Press the Record button. You will hear the Click metronome sound count in. Begin playing after the count off.

NOTE: To hear the metronome click during recording, open Setup and change "ClickRec" to On. (See page 27 for more info).

4. To stop recording, press Rec again.



PRACTICE MODE

Pressing the Practice Button will enter Practice Mode.

The Practice display on the bottom of the display shows how close you are to playing exactly on the beat. In this example, the player was slightly late in their playing so the display shows just right of center. If the drummer was ahead of the beat (early), the circle would land on the left side of that display. The display is only active for the quarter note downbeat on kick and snare. If you are 100% accurate for that quarter-note beat timing, the center circle will light up each time. Playing at 99% will light the circle to the left, and 101% would light the circle to the right.

As the difficulty moves up, you need to be even more accurate. 99.5% accuracy would be enough to trigger the next circle down instead of the center circle.

TO USE PRACTICE MODE:

1. Press the Practice button to enter Practice mode.
2. Press + or – to select one of the Practice songs. Press Edit to change other settings.
3. Press Play. There will be a 1-bar intro that plays the drum beat along with the click. Then the drum part stops and it starts listening for your playing. Practice Mode listens only on the quarter note beat. Each beat is scored using the Practice Meter.
4. Every four bars, the "Level" number indicator gives an average accuracy score like "82%."
5. When finished, press the Play button again. The final percentage and score is shown, like: "Score: 2105." The score is weighted to consider which exercise is selected, the difficulty, the starting tempo, and whether tempo shift is on or off.

PRACTICE MODE EDIT

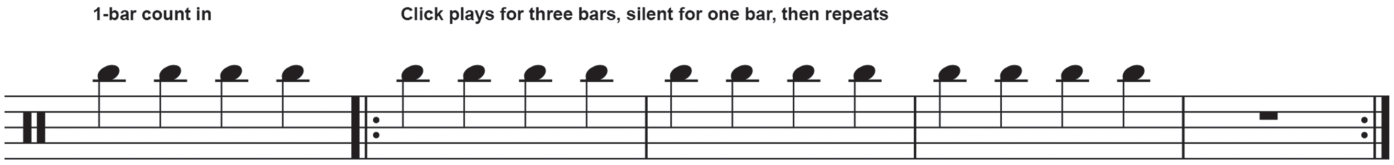
When in Practice Mode, press EDIT to select and then edit one of the following settings:

- Difficulty (Easy, Medium, Hard): This setting decreases the timing range that is acceptable for being played "on time."
- Tempo Shift (On/Off): When this is switched on, the tempo will accelerate in the fourth bar of the cycle, then the tempo will be +20 bpm for the next three bars. Then it will accelerate again, landing on another tempo that is +20 bpm for the next three bars. The cycle goes: regular tempo, +20, +20, -20, -20 (regular tempo), -20, -20, +20, then repeats.

PRACTICE MODE

TO SELECT BETWEEN THE 6 PRACTICE MODES:

1. Click: Play along with the band and the click.
2. NoClik: Play along with the band but no click.
3. NoClik3/1: Play along with the song. The click will play for three bars, then the click and band will be silent for one bar.



4. NoClik1/1: The click will play for one bar, then the click and band will be silent for one bar.
5. NoClik1/3B: The backing track and click will play for one bar, then the click and band will be silent for one bar. On bar three, only the bass part will come back. Then it will be silent for one more bar, then repeat to the beginning.
6. NoClik1/3: The band and click play for 1 bar. Then there are three bars of silence, then it repeats.

Press the Mix button in practice mode to change the balance between your drums and the "band" backing you up. This works the same as Song mode, see previous section for details.

SETUP MODE

The Setup menu is for setting triggers and MIDI parameters that effect the entire kit. For trigger settings, use the LEDs to the right side of the display to see which pad is selected for editing. To select another pad, play that pad.

Press the SETUP button repeatedly to select other parameters to change. Here is a list of available settings:

Hi-Hat This parameter disables the hi-hat pedal for use with a double-kick pedal. See page 18, "Using a Double-Kick Pedal."
Time Sig Changes the time signature of the metronome click. The default is 4/4 and the other choices are: 1/4, 2/4, 3/4, 5/4, 6/4, 7/4, 3/8, 6/8. 7/8, 9/8, and 12/8.
Sens (each pad input) This control changes the input level of the trigger. Turn this level lower, and it will take more force to play the drum at its highest dynamic. Turn it higher, and it will take less force to play the highest dynamic.
Retrigger (each pad input) This controls how quickly you can play on a pad. If you find that you are playing fast and some drum hits are being missed, turn this down. If you head double-triggers when you only hit the pad once, turn this value up
Threshold (each pad input) This controls how softly you can play on a pad. If very soft hits aren't being picked up, turn this control down. If you are hearing false triggers (you played a different pad but heard this one), try turning this up.
Curve (each pad input) This changes the way dynamics work on the pad. "Normal" is the default setting. For a bigger change from soft to loud, try "Dyn" (dynamic.) To make the kit easier to play, use "Easy" or "Fixed."
X- Talk (Crosstalk, each pad input) When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally. This is called crosstalk. You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. Be careful when setting this parameter to the minimum value required to prevent crosstalk.
MIDI Note Number (each pad input) When using the drum module with another sound source like a DAW plug-in, each pad you play sends a MIDI note. The default note numbers follow the General MIDI standard for drum sounds. If your software requires different notes or note numbers, you can change them here. Play a pad then press + and - to change to a different note value. The Titan 70 sends and receives on MIDI channel 10. See the next section, "MIDI Note Defaults" for the preset note numbers.
Local (MIDI Local Control) When using the Titan 70 with a DAW, recording MIDI and playing it back to the module, you might want to disable the sounds from the pads. Local On is the default, playing the pads plays the drum sounds. Switch to Local Off if you want to play the pads into a DAW, out of the DAW, then back into the sound module for MIDI sequencing.

ClickRec (Click in Record) Switch this parameter on if you want to hear the metronome while recording. By default you hear four clicks and then no other accompaniment while recording a song. When you set this to On, the click sound will continue during recording.
Bluet (Bluetooth) Bluetooth is on by default. It is always listening for a connection from a smartphone or other device. If you would like to disable this feature, switch this control to Off.
AutoPwr (Auto Power Off) If you would like the drum set to power off when it hasn't been played for an hour, turn on Auto Power Off. The default setting is Off, the drum kit will stay on until you press the power button to switch it off.
Send SYSEX This feature sends all user kits and trigger settings through the USB or MIDI output. This can be recorded into a DAW, or into free software like SYSEX Librarian for Mac and MIDI Ox for Windows. When your software is set up to receive the SYSEX dump, press the SAVE button on the Titan 70 module. The display will show "Sending: 1%" and count up until completed. To reprogram the Titan 70 with these settings, play this SYSEX file back into the Titan 70.
Tom Type The tom pad inputs on the Titan 70 are dual-zone, even though the pads that come with the kit are single-zone. This means you can expand your kit one of two ways. Either replace the tom with a dual-zone pad (head and rim), or use a cable to split the ¼" TRS cable into a pair of TS ¼" cables and purchase an additional tom pad. To use a dual-zone pad, set this control to "Dual." To split the signal to two different tom pads, set this parameter to "Split"
Ratio This parameter goes with the "Tom Type" parameter above. If you are using a dual-zone tom, you might not want the rim zone to be as loud as the pad zone. This setting allows you to change the balance between the center and rim zones. This parameter also works on the snare drum: turn up the ratio to make the rimshot more sensitive.

If you change the trigger or other settings and want to go back to the factory default settings, you can always reset your module by holding the + and - buttons while powering it on. You will see "FactoryReset" on the display and all settings will be wiped and returned to the defaults.

SETUP MODE

MIDI NOTE DEFAULTS

The Titan 70 default note numbers are shown below. You can change these note number assignments, please check the previous section for instructions.

MIDI Note	Pad
36	Kick
38	Snare – Center
40	Snare – Rim
48	Tom 1
45	Tom 2
43	Tom 3
41	Tom 4
46	Hi Hat - Open
42	Hi Hat - Closed
44	Hi Hat - Pedal
85	Hi Hat - Splash
86	Hi-Hat - Semi-Open
49	Crash

MIDI Note	Pad
57	Crash 2
51	Ride Bow
53	Ride Bell
59	Ride Edge Crash
50	Tom 1 Rim
47	Tom 2 Rim
58	Tom 3 Rim
39	Tom 4 Rim
77	EXP1 Center
78	EXP2 Center
79	EXP1 Rim
80	EXP2 Rim

HI-HAT MIDI SETTINGS

The Titan 70 Hi-Hat sends MIDI controller 4 information when the hi-hat pedal is moved up and down. If your MIDI sound source or plug-in doesn't have a note value for "Half-Open Hi-Hat," change that note value to the same note number you're using for open hi-hat.

USB OPERATIONS

The Titan 70 Module will show up to your computer and devices as a 2-in, 2-out audio interface, and also as a USB MIDI interface. Both are "Class-Compliant" for macOS and Windows computers, no driver is required. Just plug it into your computer and your DAW software should recognize the device.

You might need to set up the Titan 70 as a new MIDI device in your DAW software before it can be used. Refer to your DAW software documentation to do this.

The Titan 70 also works as a USB host for devices like an iPad. Plug the iPad into the Titan 70's USB jack using a USB cable and/or adapter, and the iPad's audio will come through the Titan 70's line and headphone outputs. MIDI will also play into and out of the USB jack. This is great for playing along with music or using educational apps.

BLUETOOTH

The Titan 70 works with both Bluetooth MIDI and Audio. Bluetooth MIDI is often used for apps, like the Simmons app for iOS and Android. Bluetooth Audio allows you to play music from your phone or tablet into the Titan 70, and that sound will come through the line outputs and headphone outputs. The Titan 70 module is always listening for a Bluetooth connection, simply use your phone or tablet to connect. When a Bluetooth connection is active, the Bluetooth LED on the front panel and the indicator in the display will turn on.

NOTE: Because the low bandwidth in Bluetooth, you can only use Bluetooth Audio or Bluetooth MIDI – not both at once. If you need both MIDI and Audio connections, you need to use a USB connection with your device.

BLUETOOTH WIRELESS MIDI

The Titan 70 includes Bluetooth wireless MIDI for connection to apps like the Simmons App for iOS and Android. To connect the drum module to your tablet or smartphone, open the Bluetooth MIDI settings in your app and select the Titan 70. The Bluetooth indicator in the display and front-panel LED should both light up.

BLUETOOTH WIRELESS AUDIO

The Titan 70 can also operate as a Bluetooth Audio receiver. To send sound through the module's line out and headphone out, simply choose the Titan 70 device from your smartphone, tablet, or computer. Again, both the display Bluetooth icon and the front panel LED will light when a Bluetooth connection is active.

NOTE: The Titan 70 can't act as a Bluetooth Audio Transmitter to Bluetooth wireless speakers or headphones. The reason is that the latency delay is too long on headphones like these, so you would hear a noticeable delay between hitting the pad and hearing a sound.

APPENDIX

SOUND LIST

Category	Cat #	Sound #	Sound Name
Kick	1	1	TamIm14x24
Kick	1	2	TmSSC18x22
Kick	1	3	GrtBC16x22
Kick	1	4	LudMp14x22
Kick	1	5	GrtBkln22
Kick	1	6	PearlRef22
Kick	1	7	PrlRef22Hi
Kick	1	8	TamaSC22Lo
Kick	1	9	TamaSC22Hi
Kick	1	10	YamAbsMplH
Kick	1	11	YamAbsMplL
Kick	1	12	TamImpDamp
Kick	1	13	GrtBC+Room
Kick	1	14	TmSSCLayer
Kick	1	15	80sGated
Snare	2	16	LudCOB-Sn
Snare	2	17	LudCOB-RS
Snare	2	18	JnkFbr-Sn
Snare	2	19	JnkFbr-RS
Snare	2	20	BkwdCop-Sn
Snare	2	21	BkwdCop-RS
Snare	2	22	GrtBlBr-Sn
Snare	2	23	GrtBlBr-RS
Snare	2	24	KepSS-Sn
Snare	2	25	KepSS-RS
Snare	2	26	PrlPicc-Sn
Snare	2	27	PrlPicc-RS
Snare	2	28	TamDynBrSN
Snare	2	29	TamDynBrRS
Snare	2	30	GrtBrklnSn
Snare	2	31	GrtBrklnRS
Snare	2	32	GrtBklnSnV
Snare	2	33	GrtBklnRSV
Snare	2	34	GrtPhBrzSn

SOUND LIST

Category	Cat #	Sound #	Sound Name
Snare	2	35	GrtPhBrzRS
Snare	2	36	PrlCstBrSn
Snare	2	37	PrlCstBrRS
Snare	2	38	PrlCstBrCS
Snare	2	39	PrlCstBrSC
Snare	2	40	PrlCstBrRC
Snare	2	41	PrlCBSnDmp
Snare	2	42	PrlCBRSDmp
Snare	2	43	PrlCBSnLDm
Snare	2	44	PrlCBRSLDm
Snare	2	45	GrtBknSnHi
Snare	2	46	GrtBknRSHi
Snare	2	47	GrtBknSnDm
Snare	2	48	GrtBknRSDm
Snare	2	49	TamSPCLoSn
Snare	2	50	TamSPCLoRS
Snare	2	51	TamSPCHiSn
Snare	2	52	TamSPCHiRS
Snare	2	53	GrtBBDn-Sn
Snare	2	54	GrtBBDn-RS
Snare	2	55	AVH-Sn
Snare	2	56	AVH-RS
Snare	2	57	80sGate-Sn
Snare	2	58	80sGate-RS
Snare	2	59	Jk+Room-Sn
Snare	2	60	Jk+Room-RS
Snare	2	61	LdCOBDm-Sn
Snare	2	62	LdCOBDm-RS
Snare	2	63	KepLyer-Sn
Snare	2	64	KepLyer-RS
Snare	2	65	PnkRing-Sn
Snare	2	66	PnkRing-RS
Snare	**2**	**67**	**KepLyer-RS**
Snare	**2**	**68**	**PnkRing-Sn**
Snare	**2**	**69**	**PnkRing-RS**

APPENDIX

SOUND LIST

Category	Cat #	Sound #	Sound Name
Toms	3	70	TamImp-13
Toms	3	71	TamImp-16
Toms	3	72	TamImp-18
Toms	3	73	TamImp-20
Toms	3	74	TamSSC-10
Toms	3	75	TamSSC-12
Toms	3	76	TamSSC-14
Toms	3	77	TamSSC-16
Toms	3	78	GrtBC-12
Toms	3	79	GtrBC-13
Toms	3	80	GrtBC-14
Toms	3	81	GrtBC-16
Toms	3	82	LudMpl-12
Toms	3	83	LudMpl-14
Toms	3	84	LudMpl-16
Toms	3	85	LudMpl-18
Toms	3	86	PrlRef9
Toms	3	87	PrlRef10
Toms	3	88	PrlRef11
Toms	3	89	PrlRef12
Toms	3	90	PrlRef13
Toms	3	91	PrlRef14
Toms	3	92	PrlRef16
Toms	3	93	TamSC12
Toms	3	94	TamSC14
Toms	3	95	TamSC16
Toms	3	96	TamSC18
Toms	3	97	YmAbMp12Hi
Toms	3	98	YmAbMp12Md
Toms	3	99	YmAbMp12Lo
Toms	3	100	YmAbMp14Hi
Toms	3	101	YmAbMp14Md
Toms	3	102	YmAbMp14Lo
Toms	3	103	YmAbMp16Hi
Toms	3	104	YmAbMp16Lo

SOUND LIST

Category	Cat #	Sound #	Sound Name
Toms	3	105	YmAbMp18
Toms	3	106	YmAbMpDm12
Toms	3	107	YmAbMpDm13
Toms	3	108	YmAbMpDm14
Toms	3	109	YmAbMpDm16
Toms	3	110	YmAbMpDm18
Toms	3	111	TamDamp-13
Toms	3	112	TamDamp-16
Toms	3	113	TamDamp-18
Toms	3	114	TamDamp-20
Toms	3	115	TamSSCD-10
Toms	3	116	TamSSCD-12
Toms	3	117	TamSSCD-14
Toms	3	118	TamSSCD-16
Toms	3	119	80sGate-Hi
Toms	3	120	80sGateMid
Toms	3	121	80sGateLow
Toms	3	122	80sGateXL
Toms	3	123	TomRimHi1
Toms	3	124	TomRimHi2
Toms	3	125	TomRimHi3
Toms	3	126	TomRimHi4
Toms	3	127	TomRimMid1
Toms	3	128	TomRimMid2
Toms	3	129	TomRimMid3
Toms	3	130	TomRimMid4
Toms	3	131	TomRimMid5
Toms	3	132	TomRimLo1
Toms	3	133	TomRimLo2
Toms	3	134	TomRimLo3
Toms	3	135	TomRimLo4
Hi-Hat	4	136	IstXt14-Cl
Hi-Hat	4	137	IstXt14-HO
Hi-Hat	4	138	IstXt14-Op

APPENDIX

SOUND LIST

Category	Cat #	Sound #	Sound Name
Hi-Hat	4	139	IstXt14-Ft
Hi-Hat	4	140	IstXt14-Sp
Hi-Hat	4	141	Past14-Cl
Hi-Hat	4	142	Past14-HO
Hi-Hat	4	143	Past14-Op
Hi-Hat	4	144	Past14-Ft
Hi-Hat	4	145	Past14-Sp
Hi-Hat	4	146	PstRd14-Cl
Hi-Hat	4	147	PstRd14-HO
Hi-Hat	4	148	PstRd14-Op
Hi-Hat	4	149	PstRd14-Ft
Hi-Hat	4	150	PstRd14-Sp
Hi-Hat	4	151	Zl50s13-Cl
Hi-Hat	4	152	Zl50s13-HO
Hi-Hat	4	153	Zl50s13-Op
Hi-Hat	4	154	Zl50s13-Ft
Hi-Hat	4	155	Zl50s13-Sp
Crash	5	156	IstXist19
Crash	5	157	ZilAThin19
Crash	5	158	IstXstB17
Crash	5	159	ZilKSw17
Crash	5	160	SbExpl18
Crash	5	161	ZilA20
Crash	5	162	ZilKCsDk20
Crash	5	163	StkSplCrsh
Crash	5	164	StkChina
Crash	5	165	StkChinaLo
Crash	5	166	SabSplash8
Crash	5	167	ZilChina18
Crash	5	168	ZilChina22
Ride	6	169	IstXst22Bw
Ride	6	170	IstXst22Bl
Ride	6	171	IstXst22Cr

SOUND LIST

Category	Cat #	Sound #	Sound Name
Ride	6	172	ZilKSw21Bw
Ride	6	173	ZilKSw21Bl
Ride	6	174	ZilKSw21Cr
Ride	6	175	ZilKSw23Bw
Ride	6	176	ZilKSw23Bl
Ride	6	177	ZilKSw23Cr
Ride	6	178	IstPwr22Bw
Ride	6	179	IstPwr22Bl
Ride	6	180	IstPwr22Cr
Ride	6	181	IstOM22Bw
Ride	6	182	IstOM22Bl
Ride	6	183	IstOM22Cr
Perc	7	184	Shaker
Perc	7	185	Clave
Perc	7	186	Whistle
Perc	7	187	Cowbell-Rm
Perc	7	188	Claps-Rm
Perc	7	189	Tamborine
Perc	7	190	TamborneFX
Perc	7	191	CongaOpen
Perc	7	192	CongaSlap
Perc	7	193	Agogo Hi
Perc	7	194	Agogo Lo
Perc	7	195	CaixaRim
Perc	7	196	CaixaCentr
Perc	7	197	Cajon
Perc	7	198	Cowbell
Perc	7	199	FingCymbal
Perc	7	200	Maracas
Perc	7	201	TimbaleHi
Perc	7	202	TimbaleLow
Perc	7	203	TimbaleSid
Perc	7	204	Tumba
Perc	7	205	TumbaLow

APPENDIX

SOUND LIST

Category	Cat #	Sound #	Sound Name
Perc	7	206	Tambourn
Perc	7	207	SurdoHi
Perc	7	208	SurdoLow
Perc	7	209	Pandero
Perc	7	210	TablaDGEE
Perc	7	211	TablaDGMK
Perc	7	212	TableDINM1
Perc	7	213	TablaNAH3
Perc	7	214	IndiaCnt1
Perc	7	215	IndiaCnt2
Perc	7	216	Gadasing
Perc	7	217	GadasingDb
Perc	7	218	AapaKalai1
Perc	7	219	AapaKalai2
Perc	7	220	Drumsticks
EKick	8	221	T909Long
EKick	8	222	SDSV Kick
EKick	8	223	TechnoKick
EKick	8	224	HipHopKick
EKick	8	225	NastyKick
EKick	8	226	SDS7LoKick
EKick	8	227	MetalKick
ESnare	9	228	C78 Snare
ESnare	9	229	T909 Sn+Cl
ESnare	9	230	T909 Snare
ESnare	9	231	TechnoSnr
ESnare	9	232	TechnoRS
ESnare	9	233	HipHopSn1
ESnare	9	234	HipHopSn2
ESnare	9	235	SDS7AnaSnr
ESnare	9	236	SDS7 LoSnr
ESnare	9	237	SDS7 HiSnr
ESnare	9	238	SDSV HiSnr

SOUND LIST

Category	Cat #	Sound #	Sound Name
ESnare	9	239	SDSV Clap
ESnare	9	240	PiccAnimal
ESnare	9	241	SDSVSnNse
ESnare	9	242	MetalSnare
ESnare	9	243	MetalSnRS
ETom	10	244	SDSV Tom 1
ETom	10	245	SDSV Tom 2
ETom	10	246	SDSV Tom 3
ETom	10	247	SDSV Tom 4
ETom	10	248	SDSV TomSt
ETom	10	249	SDS7 Tom 1
ETom	10	250	SDS7 Tom 2
ETom	10	251	SDS7 Tom 3
ETom	10	252	SDS7 Tom 4
ETom	10	253	SDS7 Tom 5
ETom	10	254	TechTom 1
ETom	10	255	TechTom 2
ETom	10	256	TechTom 3
ETom	10	257	TechTom 4
ETom	10	258	C78 Tom 1
ETom	10	259	C78 Tom 2
ETom	10	260	C78 Tom 3
ETom	10	261	C78 Tom 4
ETom	10	262	T909 Tom 1
ETom	10	263	T909 Tom 2
ETom	10	264	T909 Tom 3
ETom	10	265	RattleTom1
ETom	10	266	RattleTom2
ETom	10	267	RattleTom3
ETom	10	268	RattleTom4
EHi-Hat	11	269	TechHat-Cl
EHi-Hat	11	270	TechHat-Op
EHi-Hat	11	271	RnB Hat Cl

APPENDIX

SOUND LIST

Category	Cat #	Sound #	Sound Name
EHi-Hat	11	272	HipHopHHCl
EHi-Hat	11	273	HipHopHHOp
EHi-Hat	11	274	SDS7 HH-Cl
EHi-Hat	11	275	SDS7 HH-Op
EHi-Hat	11	276	SDS7 HH-Ft
EHi-Hat	11	277	SDS7 HH-Fr
EHi-Hat	11	278	SDSV HH-Cl
EHi-Hat	11	279	SDSV HH-Op
EHi-Hat	11	280	SDSV HH-Ft
EHi-Hat	11	281	RingrHH-Cl
EHi-Hat	11	282	RingrHH-Op
ECymbal	12	283	T909 Crash
ECymbal	12	284	T909 Ride
ECymbal	12	285	T909 RidHi
ECymbal	12	286	T909 RidLo
ECymbal	12	287	C78 Cymbal
ECymbal	12	288	C78 CymbHi
ECymbal	12	289	T808 Cymb
ECymbal	12	290	SDS7 Crash
ECymbal	12	291	SDS7 Cymb1
ECymbal	12	292	SDS7 Cymb2
ECymbal	12	293	SDS7 Cymb3
ECymbal	12	294	SDSV Cymb1
ECymbal	12	295	SDSV Cymb2
ECymbal	12	296	SDSV Cymb3
ECymbal	12	297	SDSV Cymb4
ECymbal	12	298	SDSV Cymb5
ECymbal	12	299	TechCymb1
ECymbal	12	300	TechCymb2
ECymbal	12	301	MetalCymb
EPerc	13	302	Scratch
EPerc	13	303	Brains
EPerc	13	304	Bubbles
EPerc	13	305	Swarm
EPerc	13	306	Strike
EPerc	13	307	TomMetal1
EPerc	13	308	TomMetal2
EPerc	13	309	TomMetal3
EPerc	13	310	TomMetal4
EPerc	13	311	TomRnB1
EPerc	13	312	TomRnB2
EPerc	13	313	TomRnB3
EPerc	13	314	TomRnB4

APPENDIX

KIT LIST

#	Kit Name
1	Hitmaker
2	Heavy Rock
3	Alt Rock
4	Brooklyn
5	Modern Metal
6	Cocktails
7	Yacht Rock
8	Great Hall
9	Alternative
10	Modern Punch
11	Punchy Rock
12	Vintage Pump
13	Big Ballad
14	Aggressive
15	Young Punk
16	Americana
17	80s Gated
18	Modern Pop
19	Compressor
20	Contemporary
21	Baked Potato
22	Coachella
23	Big 80s
24	Tighten Up
25	Layered Pop

KIT LIST

#	Kit Name
26	Main Stage
27	Funk Booty
28	Top 40
29	Modern Jazz
30	Fusion Club
31	Late Show
32	Metallic
33	Deep Drums
34	Thrasher
35	Empire
36	Sunset Strip
37	Wicked
38	Viking Helm
39	High Volume
40	Animal
41	Metalstar
42	Nails
43	Tekno
44	Hip Hop
45	SDS7
46	House Rave
47	SDSV
48	Latin
49	India
50	Brazil

APPENDIX

SONG LIST

#	Display Name
Song 01	Classic Rock
Song 02	R&B
Song 03	Metal
Song 04	User Song 1
Song 05	User Song 2
Song 06	User Song 3
Song 07	User Song 4
Song 08	User Song 5
Song 09	User Song 6
Song 10	User Song 7

APPENDIX

MIDI IMPLEMENTATION CHART

Function	Transmitted	Recognized	Remarks
Basic Default	10 CH Only	1-16 CH	
Channel Changed	X	1-16 CH	
Mode Default	Mode 3	Mode 3	
Messages	X	X	
Altered	**********	X	
Note	0~127	0~127	
Number: True voice	**********	0~127	
Velocity Note ON	O 9nH,v=1-127	O 9nH,v=1-127	
Note OFF	O 8nH,v=0	O 9nH,v=0 or 8nh	
Affter Key's	X	X	
Pitch Bender	X	O	
Control Change 0, 32	X	O	Bank Select
1	X	O	Modulation
6	X	O	Data Entry
7	X	O	Volume
10	X	O	Pan
11	X	O	Expression
64	X	O	Sustain
66	X	O	Sostenuto
67	X	O	Soft pedal
80, 81	X	O	DSP TYPE
84	X	O	Portamento
91, 93	X	O	DSP DEPTH
100, 101	X	O (*1)	RPN LSB,MSB
121	X	O	Reset all Controllers
Program Change: True	O 0-127	O 0-127	
	0-127	0-127	
System Exclusive	X	O	
System: Song Position	X	X	
Song Select	X	X	
Common: Tune	X	X	
Aux: Local on/off	X	O	
All Notes Off	X	O	
Messages: Active Sense	X	X	
Reset	X	X	

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

*1: Registered parameter number:
#0: Pitch sensivity
#1: Fine tuning in cents
#2: Coarse tuning in half-tones

O: Yes
X: NO

WARRANTY

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

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

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FCC STATEMENT

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.

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