SIMMONS
The first name in electronic drums.

SDD7
Multi-Pad Electronic Drum Kit

OWNER'S MANUAL

www.simmonsdrumms.net
CONGRATULATIONS!

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

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

This Owner’s Manual can be downloaded from the Simmons website at simmonsdrums.net.

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

TAKING CARE OF YOUR MULTI-PAD ELECTRONIC DRUM KIT

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

Power Supply
• Turn the power switch OFF when the SDD7 is not in use.
• The AC adapter should be unplugged if the SDD7 is not to be used for an extended period of time.
• Avoid plugging the AC adapter into an outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors and result in possible damage.
• Turn OFF the SDD7’s power switch and all related devices prior to connecting or disconnecting cables to avoid damaging the unit.

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

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

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

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

POWER SUPPLY

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

Using an AC-Adapter

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

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

Using Batteries

2. Open the battery compartment cover on the underside of the unit.

3. Insert six “C” size R 14, SUM-2 or equivalent batteries. When inserting the batteries, be careful to follow the polarity markings in the illustration.

Note: We suggest using alkaline batteries.

4. Close the battery compartment securely.

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

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

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

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

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

USING HEADPHONES/SOUND SYSTEM/RECORDER

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

Note: Turn off the power on all equipment before making any connections.
## PANEL CONTROLS

### TOP PANEL

1. **Power On/Off**
   This switch turns power on/off.

2. **Tempo +/–**
   These buttons are used to change current tempo.

3. **Master Volume +/–**
   These pads can be used to change the master volume.

4. **Acc. Volume +/–**
   These buttons can be used to change the accompaniment volumes.

5. **Rec and LED Indicator**
   This button can be used to start or stop recording.

6. **Click and LED Indicator**
   This button is used to turn on or off the metronome.

7. **3-Digit LED**
   This LED is the main display device for the SDD7, which will show the parameters of current menu.

8. **Hand Percussion and LED Indicator**
   This button can be used to turn on the hand percussion function.

9. **Drum Off and LED Indicator**
   This button is used to enable or disable drum off function.

10. **Kit**
    This button is used to enter kit menu.

11. **Pad Assign**
    This button is used to enter voice or volume menu.

12. **Song**
    This button is used to enter song menu.

13. **Start/Stop**
    This button can be used to start or stop a song.

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

15. **Select +/–**
    These buttons can be used to change values (kit number, voice number, song number, etc.) when editing.

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

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

18. **Play/Stop**
    This button can be used to start or stop recording replay.

19. **Reverb**
    This button is used to change the reverb level.

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

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

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

23. **Playing Surfaces**
    There are 7 pads on the SDD7. When a pad is struck, it triggers the assigned voice.
**REAR PANEL**

23 **Phones Jack**
This jack is used to connect with headphones.

24 **Pedal Input Jacks**
Kick and hi-hat pedal input jacks.

25 **USB Jack**
Provides MIDI connectivity between the SDD7 and a computer.

26 **DC Input**
Connect to the DC 12V power supply.
DEMO

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

OPERATION

SELECTING A DRUM KIT

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

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

HAND PERCUSSION

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

Note: [HAND PERC] mode does not work with song playback.
EDITING KITS AND PADS

SETTING THE PAD VOICE

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

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

Please see the Appendix for a complete list of sounds.

SETTING THE PAD VOLUME

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

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

SETTING THE PAD PAN

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

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

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

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

**SAVING KITS**

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

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

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

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

**REVERB**

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

**PLAYING**

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

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

**MAIN VOLUME**

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

**ACCOMPANIMENT VOLUME**

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

**DRUM OFF**

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

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

**CLICK**

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

**RECORDING**

**RECORD**

**Prepare to Record**

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

**Start Recording**

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

**Stop Recording**

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

(rows continue)

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

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

Note: When you record a new song, it will overwrite the previous recording.
The song data recorded will be lost when you turn off power.

INPUT AND OUTPUT

PEDALS

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

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

PHONES OUTPUT

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

USB JACK

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

See MIDI Implementation chart in the Appendix for more information.
# Voice List

## Kick Kit
1. Rock Kick 001
2. Kick 002
3. Kick 003
4. Standard Kick 001
5. Standard Kick 002
6. Standard Kick 003
7. Standard Kick 004
8. Pop Kick 001
9. Pop Kick 002
10. Pop Kick 003
11. Acoustic Kick 001
12. Acoustic Kick 002
13. Acoustic Kick 003
14. Acoustic Kick 004
15. Acoustic Kick 005
16. Acoustic Kick 006
17. Acoustic Kick 007
18. Acoustic Kick 008
19. Acoustic Kick 009
20. Acoustic Kick 010
21. Acoustic Kick 011

## Snare Kit
22. Standard Snare 001
23. Standard Snare 002
24. Standard Snare 003
25. Standard Snare 004
26. Standard Snare 005
27. Standard Snare 006
28. Brush Snare 001
29. Brush Snare 002
30. Standard Stick 001
31. Standard Stick 002
32. Rock Snare 001
33. Rock Snare 002
34. Rock Snare 003
35. Pop Snare 001
36. Pop Snare 002
37. Pop Snare 003
38. Acoustic Snare 001
39. Acoustic Snare 002
40. Acoustic Snare 003
41. Acoustic Snare 004
42. Acoustic Snare 005

## Tom Kit
43. Standard Tom 001
44. Standard Tom 002
45. Standard Tom 003
46. Standard Tom 004
47. Standard Tom 005
48. Standard Tom 006
49. Room Tom 001
50. Room Tom 002
51. Room Tom 003
52. Room Tom 004
53. Room Tom 005
54. Room Tom 006
55. Electronic Tom 001
56. Electronic Tom 002
57. Electronic Tom 003
58. Electronic Tom 004
59. Electronic Tom 005
60. Electronic Tom 006
61. Analog Tom 001
62. Analog Tom 002
63. Analog Tom 003
64. Analog Tom 004
65. Analog Tom 005
66. Analog Tom 006
67. Acoustic Tom 001
68. Acoustic Tom 002
69. Acoustic Tom 003
70. Acoustic Tom 004
71. Acoustic Tom 005
72. Acoustic Tom 006
73. Standard Hi-hat Close
74. Standard Hi-hat Pad
75. Standard Hi-hat Open
76. Analog Hi-hat Close
77. Analog Hi-hat Pad
78. Analog Hi-hat Open
79. Shakerable
80. Rock Hi-hat Close
81. Rock Hi-hat Pad
82. Rock Hi-hat Open
83. Acoustic Hi-hat Close
84. Acoustic Hi-hat Pad
85. Acoustic Hi-hat Open
86. Standard Crash001
87. Standard Crash002
88. Standard Crash003
89. Analog Ride001
90. China Crash
91. Splash001
92. Standard Ride 001
93. Rock Crash
94. Standard Ride 002
95. Electronic Crash
96. Splash002
97. Ride Bell
98. Vibraslap
99. Hand
100. Tambourine
101. Sticowb
102. Mutecowb
103. Mute Hi Conga

## Crash Kit
104. Open Hi Conga
105. Low Conga
106. Hi Bongo
107. Low Bongo
108. High Timbale
109. Low Timbale
110. High Agogo
111. Low Agogo
112. Cabasa
113. Shaker
114. Cleves
115. Mute Triangle
116. Open Triangle
117. Short Guiro
118. Long Guiro
119. Mute Cuica
120. Open Cuica
121. Mute Surdo
122. Open Surdo
123. Maracas
124. Highq
125. Slap
126. Scratch Push
127. Scrat
128. One
129. Two
130. Three
131. Four
132. Cartoon001
133. Cartoon002
134. Cartoon003
135. Cartoon004
136. Cartoon005
137. Cartoon006
138. Laugh
139. Metronome1
140. Metronome2
141. Tambourine001
142. Tambourine002
143. Tambourine003
144. Tambourine004
145. Tambourine005

## Sfx Kit
146. Sfx001
147. Sfx002
148. Sfx003
149. Sfx004
150. Sfx005
151. Sfx006
152. Sfx007
153. Sfx008
154. Sfx009
155. Sfx010
156. Sfx011
157. Sfx012
158. Sfx013
159. Sfx014
160. Sfx015
161. Sfx016
162. Sfx017
163. Sfx018
164. Sfx019
165. Sfx020
166. Sfx021
167. Sfx022
168. Sfx023
169. Sfx024
170. Sfx025
171. Sfx026
172. Sfx027
173. Sfx028
174. Sfx029
175. Sfx030
176. Sfx031
177. Sfx032
178. Sfx033
179. Sfx034
180. Sfx035
181. Sfx036
182. Sfx037
183. Sfx038
184. Sfx039
185. Sfx040
186. Sfx041
187. Sfx042
188. Sfx043
189. Sfx044
190. Sfx045
191. Sfx046
192. Sfx047
193. Sfx048
194. Sfx049
195. Sfx050
196. Sfx051
197. Sfx052
198. Sfx053
199. Sfx054
200. Sfx055
201. Sfx056
202. Sfx057
203. Sfx058
204. Sfx059
205. Sfx060
206. Sfx061
207. Sfx062
208. Sfx063
209. Sfx064
210. Sfx065
211. Sfx066
212. Sfx067
213. Sfx068
214. Sfx069
215. Sfx070
## KIT LIST

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<thead>
<tr>
<th>#</th>
<th>Name</th>
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<tbody>
<tr>
<td>01</td>
<td>Pop 1</td>
<td>09</td>
<td>Brush</td>
<td>17</td>
<td>Funk</td>
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<td>Funk</td>
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<td>02</td>
<td>Pop 2</td>
<td>10</td>
<td>Standard 2</td>
<td>18</td>
<td>Clave</td>
<td>26</td>
<td>User 1 (Pop 1)</td>
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<td>03</td>
<td>Standard 1</td>
<td>11</td>
<td>Rock 2</td>
<td>19</td>
<td>Drum Bass</td>
<td>27</td>
<td>User 2 (Pop 2)</td>
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<td>04</td>
<td>Room</td>
<td>12</td>
<td>Boss</td>
<td>20</td>
<td>Hip Hop</td>
<td>28</td>
<td>User 3 (Standard 1)</td>
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<td>05</td>
<td>Rock 1</td>
<td>13</td>
<td>Rock 3</td>
<td>21</td>
<td>Conga 1</td>
<td>29</td>
<td>User 4 (Room)</td>
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<td>06</td>
<td>Electronic</td>
<td>14</td>
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<td>22</td>
<td>Conga 2</td>
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## SONG LIST

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## MIDI IMPLEMENTATION CHART

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<td>Channel Default</td>
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<td>***********</td>
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<td><strong>Velocity:</strong></td>
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<td>O 9nH, V=127</td>
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<td>X (9nH, V=0; 8nH, V=0-127)</td>
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<td>LOCAL ON/OFF</td>
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<td>O</td>
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<tr>
<td>Reset</td>
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<tr>
<td>Mode 1: OMNI ON, POLY</td>
<td>Mode 2: OMNI ON, MONO</td>
<td>O: YES</td>
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</tr>
<tr>
<td>Mode 3: OMNI OFF, POLY</td>
<td>Mode 4: OMNI OFF, MONO</td>
<td>X: NO</td>
<td></td>
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</table>
MIDI NOTE MAP

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

FACTORY RESET

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

<table>
<thead>
<tr>
<th>Pads</th>
<th>7 drum pads with touch response and includes two pedals for bass drum and hi-hat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sounds</td>
<td>215 drum/percussion voices, 128 GM sounds (total 8 MB data)</td>
</tr>
<tr>
<td>Drum Sets</td>
<td>25 Preset sets, 5 User sets</td>
</tr>
<tr>
<td>Songs</td>
<td>100 Songs</td>
</tr>
<tr>
<td>Overall Controls</td>
<td>Chord, Demo, Dial, Tempo/Tap, Light, Rhythm Volume, Main Volume</td>
</tr>
<tr>
<td>Metronome</td>
<td>Voice, Click or Light</td>
</tr>
<tr>
<td>Connections</td>
<td>12V adapter, head phones, USB (MIDI IN/OUT), bass drum and hi-hat controller</td>
</tr>
<tr>
<td>Dimension</td>
<td>500mm (w) x 370mm (d) x 157mm (h)</td>
</tr>
<tr>
<td>Weight</td>
<td>3.3Kg</td>
</tr>
<tr>
<td>Power Supply</td>
<td>12V adapter / 6 C-type batteries</td>
</tr>
<tr>
<td>Accessories</td>
<td>Drum sticks, two controller pedals</td>
</tr>
</tbody>
</table>
FCC Statements
1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void
the user’s authority to operate the equipment.

2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to
Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a
residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and
used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no
guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to
radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to
try to correct the interference by one or more of the following measures:
• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a different circuit.
• Consult an experienced radio/TV technician for help.

One (1) Year Limited Warranty
Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall
be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular
purpose, subject to normal use and service, for one (1) year to the original owner from the date of purchase.

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profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogram-
ning, 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

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