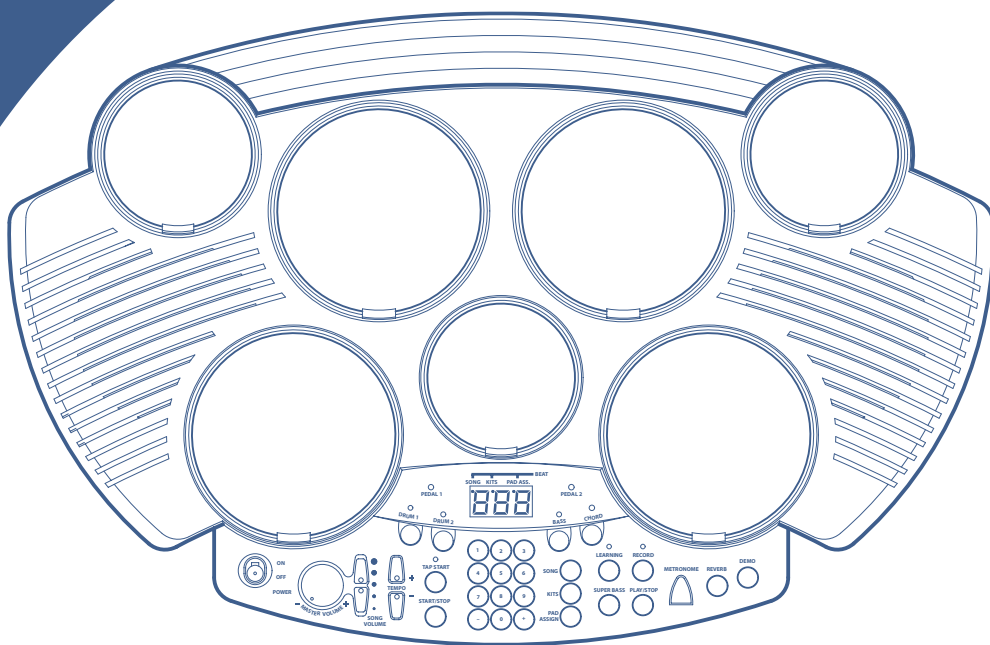


# SIMMONS®

## SDMK4 DIGITAL DRUM PADS USER'S MANUAL



#### 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 circuit different from that to which the receiver is connected.
  - Consult the dealer or 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) 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.

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

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Made in China. 0708-7896

# WELCOME AND CONGRATULATIONS!

**... on your purchase of the Simmons SDMK4 Digital Drum Pads. To get the most enjoyment, we recommend that you review this manual at least once, then refer back to it often to learn more about specific functions.**

## Taking Care of Your Digital Drum Pads

### Location

- To avoid deformation, discoloration, or more serious damage, do not expose the unit to direct sunlight, high temperature sources, or excessive humidity.

### Power Supply

- Turn the power switch off when the SDMK4 is not in use.
- The AC adapter should be unplugged from the AC outlet if the SDMK4 will not be used for an extended period of time.
- Avoid plugging the AC adapter into an 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 damage, turn off the SDMK4's power switch and all related devices prior to connecting or disconnecting cables.

### Handling and Transport

- Never apply excessive force to any parts.
- Unplug cables by gripping plugs firmly. Do not pull on cables.
- Serious damage can occur by dropping or bumping

### Cleaning

- Clean 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.

### Electrical Interference

- The SDMK4 contains electronic circuitry that may cause interference if placed too close to radio or television receivers. If this occurs, move the SDMK4 further away from the affected equipment.

### Service and Modification

- There are no user serviceable parts in the SDMK4.
- Do not attempt to open the SDMK4 or make any changes to circuits or parts. This will void the warranty.

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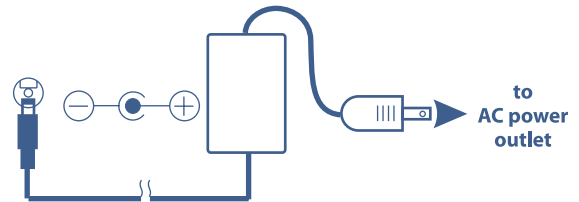
# SETTING UP

## POWER SUPPLY

Your SDMK4 will run on batteries or from the included power adapter.

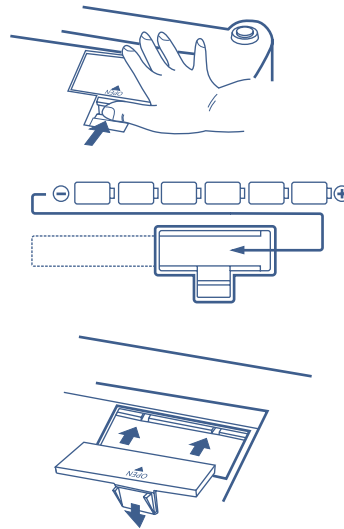
### Using an AC Adapter

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. Do not use adapters other than the one specified. The technical specification of the adapter is 9V DC output, 800mA, center positive type.



### Using Batteries

- 1 Open the battery compartment cover on the underside of the unit.
- 2 Insert six "C" size batteries. When inserting the batteries, be careful to follow the polarity markings.
- 3 Close the battery compartment.



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

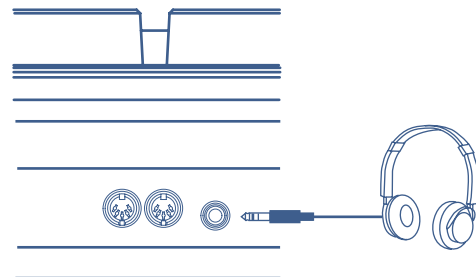
CAUTION: It is recommended that you replace worn batteries as soon as possible. When battery voltage drops, the display will dim and/or the sound will become distorted. When this occurs, replace the batteries with a complete set of six new batteries of the same type.

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, resulting in fire, or battery leakage. Also, 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

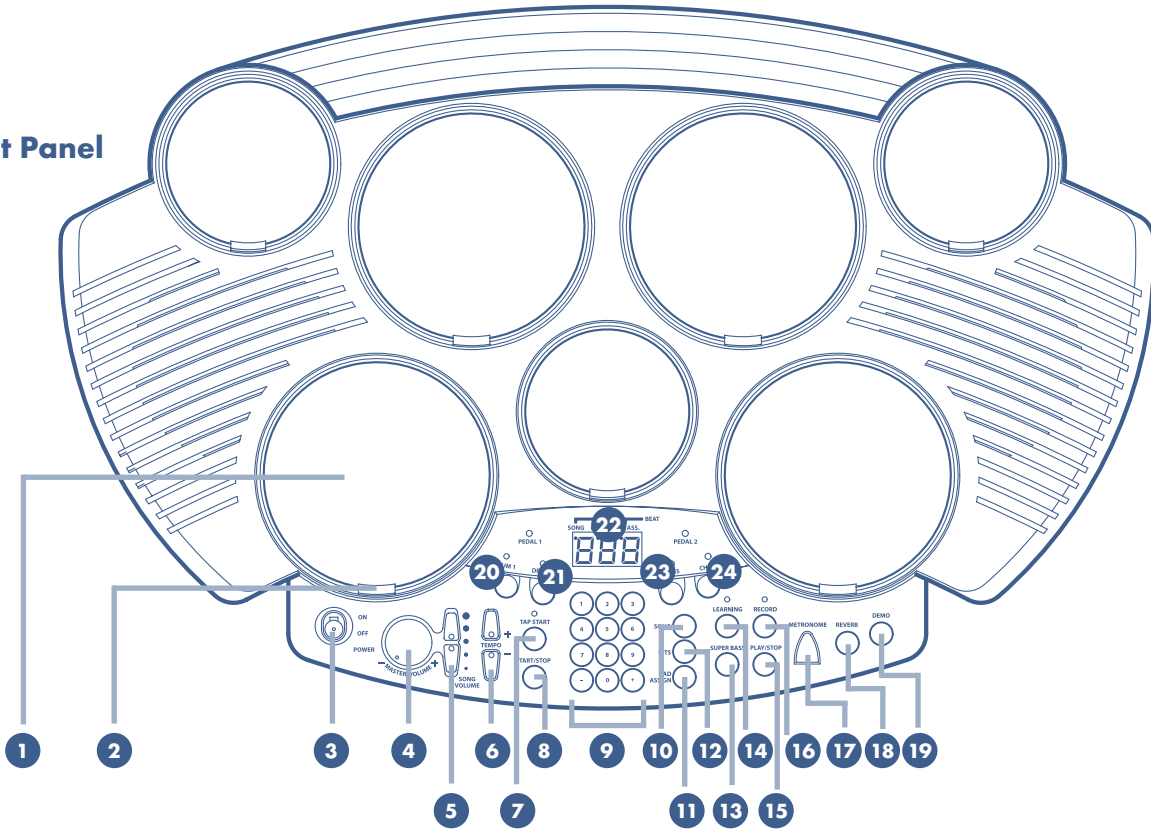
An optional set of stereo headphones can be connected to the Phone/Output jack located on the rear panel. When headphones are plugged into the jack, the internal speakers will switch off automatically, perfect for private practice or late night playing. If you want to use an external sound system, the Headphone Jack can also be used to connect the digital drum to a stereo system or mixing console.

\* Turn all equipment off before making any connections.

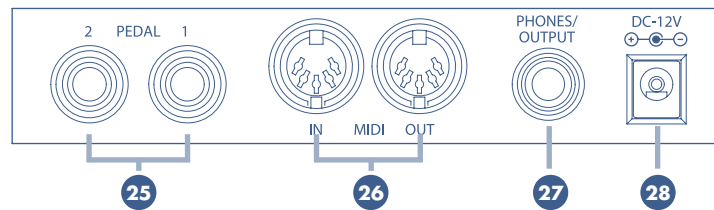


# PANELS AND PEDALS

Front Panel



Rear Panel



## Front Panel

- |                      |               |               |            |
|----------------------|---------------|---------------|------------|
| 1 Drum Pads (x7)     | 7 Tap Start   | 13 Super Bass | 19 Demo    |
| 2 Drum Pad Indicator | 8 Start/Stop  | 14 Learning   | 20 Drum 1  |
| 3 Power On/Off       | 9 Number Keys | 15 Play/Stop  | 21 Drum 2  |
| 4 Master Volume      | 10 Song       | 16 Record     | 22 Display |
| 5 Song Volume        | 11 Pad Assign | 17 Metronome  | 23 Bass    |
| 6 Tempo              | 12 Kits       | 18 Reverb     | 24 Chord   |

## Rear Panel

- |                                |
|--------------------------------|
| 25 Pedal 1 & 2 Jacks           |
| 26 MIDI In/MIDI Out Terminals  |
| 27 Phones/Output Jack          |
| 28 DC IN 12V (AC Adapter) Jack |

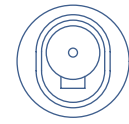
## CONNECTING THE FOOT PEDALS

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.

# PLAYING THE DEMO SONG

Turn the [POWER] switch on.  
The LED display will light up.



ON  
OFF  
POWER

## STARTING THE DEMO SONG

Press the [DEMO] button, the demo song will start and the Learning indicator will light up. (The demo song starts in learning mode.) The drum pad indicators will flash as they follow the rhythm.

DEMO

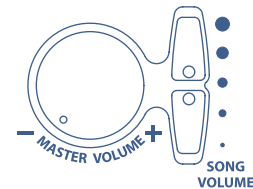


### Master Volume

The overall volume level of the instrument is controlled by a [MASTER VOLUME] knob.

### Song Volume

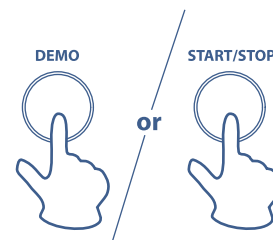
The song's volume level is controlled by two [SONG VOLUME] buttons.



The [SONG VOLUME] buttons adjust the balance between the song accompaniment (in this case "Demo") and your own performance on the pads. Press the top [SONG VOLUME] button to increase the song volume by one level. Press the bottom [SONG VOLUME] button to decrease the song volume by one level. Holding down either button increases or decreases song volume level rapidly.

## STOPPING THE DEMO SONG

To stop playback, press the [DEMO] button again or the [START/STOP] button.

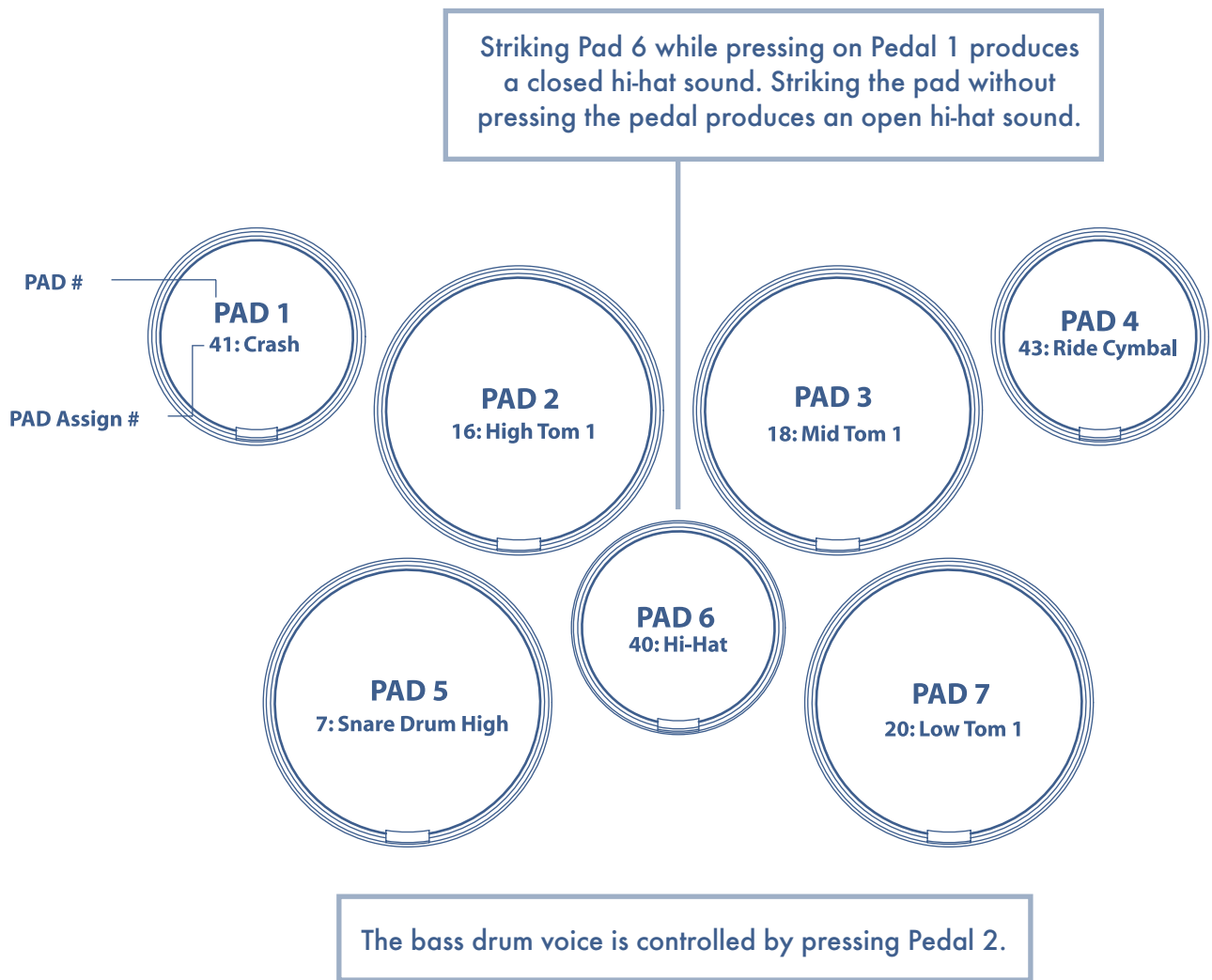


# PLAYING THE PADS/PEDALS

Striking the pads at different velocities will result in relatively louder or softer sounds. Loudness also varies depending on where you strike the pad.

## PAD NAMES

### Drum Kit 001 Standard 1





## ASSIGNING A DRUM KIT

The SDMK4 allows you to choose from 20 different Drum Kits plus one custom kit quickly and easily. (See Drum Kit List on page 15.)

### Press the [KITS] button

Press the [KITS] button. The selected Drum Kit will appear on the display.

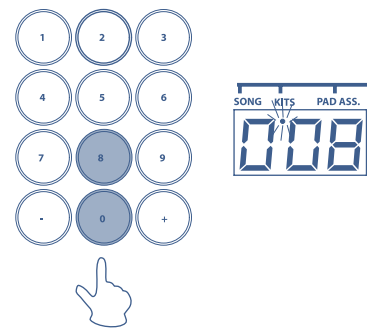
*NOTE:* You will be unable to select Drum Kits when you are in learning mode.



### Select a Drum Kit Number

You can select a Drum Kit by pressing the number keys, for example, when you want to select Drum Kit 08, press "0" and "8." "08" will then appear on the display.

*NOTE:* Drum Kit number 01 is normally selected when the "KITS" function is first turned on.



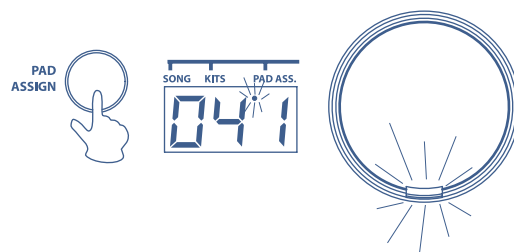
## ASSIGNING A VOICE

The SDMK4 has a total of 76 high quality percussion sounds that can be assigned to each of the 7 drum pads and 2 foot pedals. (See Drum Voice List on page 14.) Try assigning different voices to the "CU" Custom Drum Kit.

*NOTE:* Any change made to one of the preset drum kits will automatically be saved in the "CU" Custom Drum Kit.

### Press the [PAD ASSIGN] Button

Press the [PAD ASSIGN] button. The PAD ASSIGN indicator will appear on the display. The indicator light below PAD 1 will light up. PAD 1 is now assigned.



### Select a Pad/Pedal

Strike the Drum Pad or press the pedal that you want to assign. The indicator will light up and the display will show the current voice number.

### Select a Voice

You can rotate through various voices by repeatedly striking the pad, repeatedly pressing the pedal, or by pressing the number keys until you reach the desired voice. Enter the voice number by pressing the number keys shown on the Drum Voice List on page 16.

### Press the [KITS] Button

"CU" (Custom Kit) will appear on the display and the drum kit indicator will light up.

### Play the Pads and Pedals

Now your custom drum kit is ready to be played. Repeat if you want to assign another drum pad or pedal.

*NOTE:* Your "CU" Drum Kit will be preserved even when you turn off power. To recall the "CU" Drum Kit, press the [KITS] button to enter the "Kits" mode, then press the [-] or [+] buttons on the numeric keypad until "CU" is displayed.



## METRONOME ON/OFF

The SDMK4's metronome feature improves your timing and makes it easier to follow the tempo. To hear the metronome vocally count off, press the [METRONOME] button once. To hear the "click" sound, press the [METRONOME] button twice. To turn the metronome off, press the button again. Press [TEMPO +] or [TEMPO -] to adjust the tempo speed. Press the [SONG VOLUME] buttons to adjust the volume level.

METRONOME

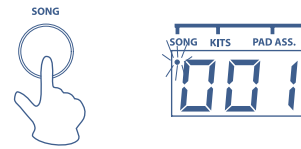


# PLAYING A SONG

## SELECTING A SONG

### Press the [SONG] Button

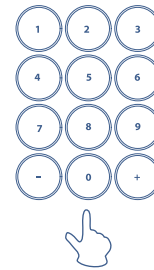
Its LED indicator will light, and the currently selected song number will appear in the display.



### Choose a Song

Press the [+] or [-] buttons on the keypad to scroll to the desired song number. You can also select a song by entering its number using the number keys. (See Song List on page 16.)

**NOTE:** Song number "00" is automatically selected whenever the power is turned on.



### Press the [START/STOP] Button

After a count-in, the song will play. As the song is playing, the song's current measure will be shown in the display. Try playing along using the pads and pedals. To stop playback, press the [START/STOP] button again.

**NOTE:** You can also use the Tap Start function to start songs (see page 10). There are two types of songs: loop & sequence. Loop type songs (00-79) will continuously play from the time the [START/STOP] button is initially pressed until the button is pressed again. Sequence type songs (80-99) will automatically stop when the song reaches its end. (See Song List on page 16.)

START/STOP



LOOP



SEQUENCE



## SUPER BASS

The Super Bass option creates a more powerful bass, and is turned on automatically when the SDMK4 is powered up.

To turn off Super Bass, press the [SUPER BASS] button.  
To turn it back on, press the [SUPER BASS] button again.

SUPERBASS



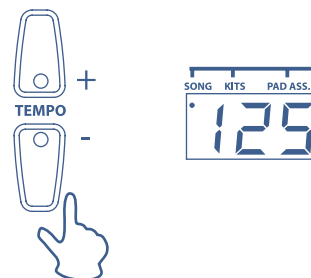
## ADJUSTING THE TEMPO

The song tempo can be set anywhere from 40 to 240 beats per minute.

### Set the Tempo

Use the [TEMPO +] or [TEMPO -] to increase or decrease tempo speed.

*NOTE:* If you select another song, your tempo speed will carry over to the new song. To return to the default tempo press and hold both the [TEMPO +] and [TEMPO -] buttons.

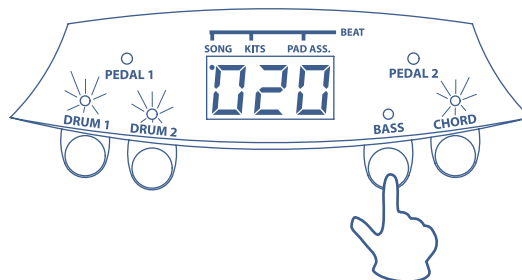


## TRACK ON/OFF

The SDM4's song accompaniment feature consists of 4 tracks: DRUM 1, DRUM 2, BASS, and CHORD tracks.

DRUM 1	Main Drum track
DRUM 2	Main Percussion track
BASS	Bass track
CHORD	Main Chord track

Pressing a Track button ([DRUM 1], [DRUM 2], [BASS], [CHORD]) will mute the corresponding track and its indicator light will turn off. Muting DRUM 1 and DRUM 2 allows you to practice your technique in Karaoke mode.



## TAP START

The Tap Start function allows you to use the pads to set the overall tempo as well as start the accompaniment.

Press the [TAP START] button and the light will turn on.

Strike any pad or press any pedal four times and the accompaniment will start at the desired tempo. When the song begins playback, the Tap Start indicator will turn off.

To stop playback, press the [START/STOP] button.



## LEARN

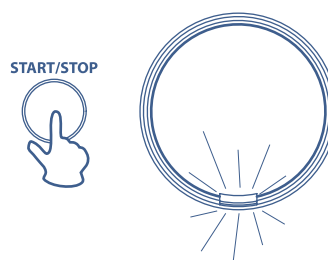
The SDMK4's learning feature allows beginners to easily learn a song from the Song List. (See page 16.)

While in song mode, choose a song from the Song List, then press the [LEARNING] button. The [LEARNING] button indicator will light up.

*NOTE:* When you are in learning mode, the [KITS] and [PAD ASSIGN] buttons will not respond.

Press the [START/STOP] button. The lights below the drum pads (and on pedal indicators) will start flashing. Strike the pads or press the pedals in time with the flashing lights.

*NOTE:* While playing the song, you can turn the learning mode "on" and "off" by pressing the [LEARNING] button.



# RECORDING

The SDM4's recording feature allows you to record and playback a song with up to 1000-notes.

## Recorded Data

Drum pad and pedal data

Song data (The number cannot be changed while in the record mode.)

Track On/Off setting

Tempo setting (The tempo cannot be changed while in the record mode.)

Song Volume setting

Reverb On/Off setting

*NOTE:* MIDI data cannot be recorded to memory.

## RECORD

### Prepare to Record

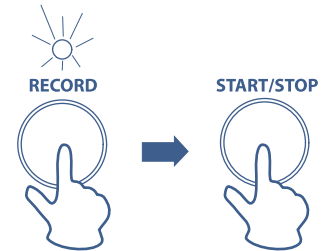
Select your desired setting for tempo, reverb, track, drum kit, and song.

### Start Recording

Press the [RECORD] button. The recording light will start flashing. Press the [START/STOP] button. The recording light will stop flashing and the recording starts. The recording also starts once you strike a drum pad.

*NOTE:* When you start recording, the vocal metronome also begins but isn't recorded.

To stop the metronome, press the [METRONOME] button.



### Stop Recording

To stop recording, press the [START/STOP] or [RECORD] buttons. The recording indicator will turn off.

When the memory becomes full, the recording stops automatically and "FL" will appear on the display.

## PLAYBACK

The recorded song can be played back by pressing the [PLAY/STOP] button. To stop playback, press [PLAY/STOP] again.

*NOTE:* When you record a new song, it replaces the previous recording. The last recorded song is stored in memory even when the SDM4 is turned off.



# MIDI

The SDMK4 offers broadened musical possibilities through the use of MIDI.

## WHAT IS MIDI ?

MIDI stands for Musical Instrument Digital Interface. MIDI is a world-wide standard that makes it possible for various electronic musical instruments (and other devices, such as computers) to communicate with each other. For example, by connecting a MIDI tone generator to the SDMK4's MIDI OUT terminal, you can play the tone generator's voices from the SDMK4's pads and pedals.

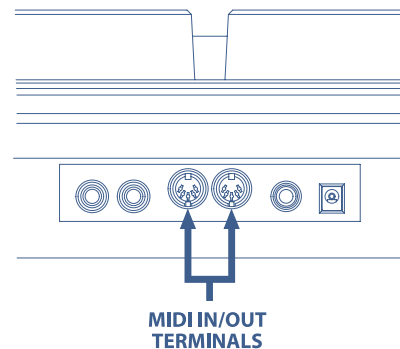
The SDMK4 is equipped with two types of MIDI jacks, both are located on the rear panel.

### MIDI IN

Data transmitted from other MIDI instruments via MIDI cable is received at this jack.

### MIDI OUT

Data produced by the SDMK4 is transmitted to other MIDI instruments via MIDI cable from this jack.



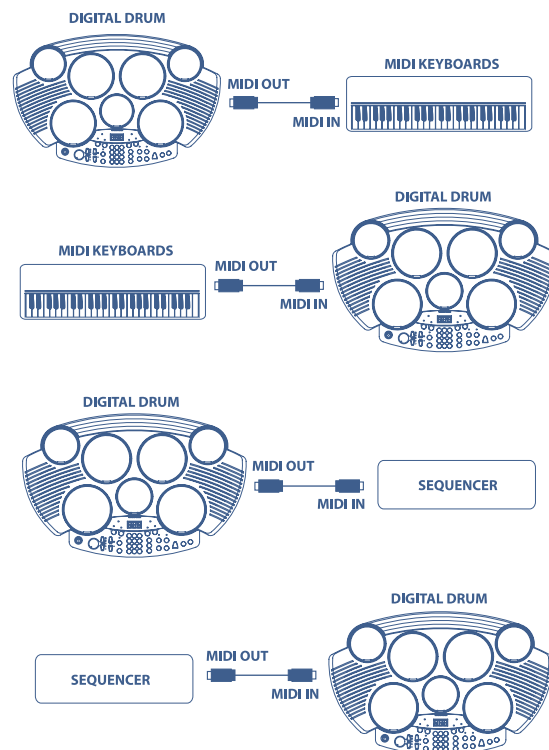
## THINGS YOU CAN DO WITH MIDI

Connect the SDMK4's MIDI OUT jack to a MIDI keyboard's MIDI IN jack. This setup allows you to use the SDMK4's pads to control another MIDI instrument.

Connect the SDMK4's MIDI IN jack to a MIDI keyboard's MIDI OUT terminal. In this setup, the SDMK4 can be used as a tone generator and its voices can be played from a MIDI keyboard. Using a keyboard as a controller, it is possible to play drum voices that are not currently assigned to the SDMK4's pads/pedals.

Connect the SDMK4's MIDI OUT jack to a MIDI sequencer's MIDI IN terminal. Data produced by the SDMK4 can be recorded to a MIDI sequencer.

Connect the SDMK4's MIDI IN jack to a MIDI sequencer's MIDI OUT terminal. The sequencer's data can be used to drive the SDMK4's sound.



# DRUM VOICE LIST

Pad Assign #	Percussion	Pad Assign #	Percussion
1	Kick Drum 2	38	808 Low Tom 1
2	Kick Drum 1	39	808 Low Tom 2
3	Power Kick	40	*Hi-Hat Open/Closed
4	Electronic Bass Drum	41	Crash Cymbal 1
5	808 Bass Drum	42	Crash Cymbal 2
6	Snare Drum 1	43	Ride Cymbal
7	Snare Drum 2	44	Ride Bell
8	Gated Snare Drum	45	Chinese Cymbal
9	Electronic Snare Drum Low	46	Splash Cymbal
10	Electronic Snare Drum High	47	Vibra-slap
11	808 Snare Drum	48	Hand Clap
12	Brush Tap	49	Tambourine
13	Brush Swirl	50	Cowbell
14	Side Stick	51	808 Cowbell
15	Sticks	52	Mute High Conga
16	High Tom	53	Open High Conga
17	High Mid Tom	54	Low Conga
18	Low Mid Tom	55	High Bongo
19	Low Tom	56	Low Bongo
20	High Floor Tom	57	High Timbale
21	Low Floor Tom	58	Low Timbale
22	Rock High Tom 1	59	High Agogo
23	Rock High Tom 2	60	Low Agogo
24	Rock Mid Tom 1	61	Cabasa
25	Rock Mid Tom 2	62	Shaker
26	Rock Low Tom 1	63	Claves
27	Rock Low Tom 2	64	Mute Triangle
28	Electronic High Tom 1	65	Open Triangle
29	Electronic High Tom 2	66	Short Guiro
30	Electronic Mid Tom 1	67	Long Guiro
31	Electronic Mid Tom 2	68	Mute Cuica
32	Electronic Low Tom 1	69	Open Cuica
33	Electronic Low Tom 2	70	Mute Surdo
34	808 High Tom 1	71	Open Surdo
35	808 High Tom 2	72	Maracas
36	808 Mid Tom 1	73	High-Q
37	808 Mid Tom 2	74	Slap
		75	Scratch Pull
		76	Scratch Push

\* Voices can be controlled with a pad and foot pedal as follows:

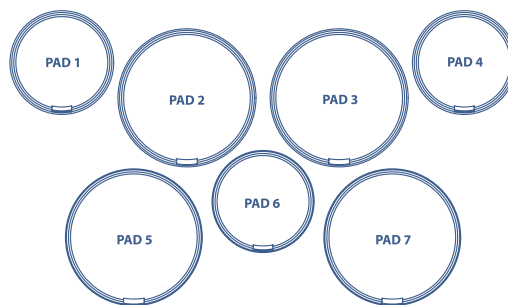
- Strike the pad while pressing the Foot Pedal, the "Closed" Hi-Hat voice will sound.
- Strike the pad without pressing the Foot Pedal, the "Open" Hi-Hat voice will sound.
- Press the Foot Pedal without striking the pad, the Hi-Hat "Pedal" voice will sound.



# DRUM KIT LIST

#	Kit Name	Pad 1	Pad 2	Pad 3	Pad 4
001	Standard 1	41 Crash Cymbal 1	16 High Tom 1	18 Mid Tom 1	43 Ride Cymbal
002	Standard 2	40 HH Open/Closed	17 High Tom 2	19 Mid Tom 2	41 Crash Cymbal 1
003	Standard 3	41 Crash Cymbal 1	16 High Tom 1	18 Mid Tom 1	50 Cowbell
004	Standard 4	40 HH Open/Close	16 High Tom 1	18 Mid Tom 1	41 Crash Cymbal 1
005	Standard 5	41 Crash Cymbal 1	17 High Tom 2	19 Mid Tom 2	50 Cowbell
006	Standard 6	46 Splash Cymbal	17 High Tom 2	19 Mid Tom 2	49 Tambourine
007	Standard 7	40 HH Open/Close	16 High Tom 1	18 Mid Tom 1	43 Ride Cymbal
008	Standard 8	40 HH Open/Close	14 Side Stick	18 Mid Tom 1	44 Ride Bell
009	Rock	41 Crash Cymbal 1	22 Rock High Tom 1	24 Rock Mid Tom 1	49 Tambourine
010	Heavy Metal	41 Crash Cymbal 1	23 Rock High Tom 2	25 Rock Mid Tom 2	50 Cowbell
011	Dance 1	40 HH Open/Close	28 Electronic High Tom 1	30 Electronic Mid Tom 1	46 Splash Cymbal
012	Dance 2	45 Chinese Cymbal	29 Electronic High Tom 2	31 Electronic Mid Tom 2	73 High-Q
013	Samba Perc.	68 Mute Cuica	59 High Agogo	60 Low Agogo	69 Open Cuica
014	Timbales	41 Crash Cymbal 1	46 Splash Cymbal	72 Maracas	7 Snare Drum High
015	Conga	55 High Bongo	52 Mute High Conga	53 Open High Conga	56 Low Bongo
016	808	42 Crash Cymbal 2	34 808 High Tom 1	36 808 Mid Tom 1	51 808 Cowbell
017	Brush	43 Ride Cymbal	17 High Tom 2	19 Mid Tom 2	41 Crash Cymbal 1
018	Jazz	40 HH Open/Close	16 High Tom 1	18 Mid Tom 1	43 Ride Cymbal
019	Ballad Perc.	62 Shaker	63 Claves	49 Tambourine	61 Cabasa
020	Cymbal	40 HH Open/Close	41 Crash Cymbal 1	43 Ride Cymbal	44 Ride Bell

Pad 5		Pad 6		Pad 7		Pedal 1		Pedal 2	
7	Snare Drum High	40	HH Open/Close	20	Low Tom 1	40	HH Pedal	1	Bass Drum Low
6	Snare Drum Low	50	Cowbell	21	Low Tom 2	40	HH Pedal	1	Bass Drum Low
7	Snare Drum High	40	HH Open/Close	20	Low Tom 1	40	HH Pedal	2	Bass Drum High
7	Snare Drum High	14	Side Stick	20	Low Tom 1	40	HH Pedal	1	Bass Drum Low
7	Snare Drum High	40	HH Open/Close	21	Low Tom 2	40	HH Pedal	1	Bass Drum Low
7	Snare Drum High	40	HH Open/Close	21	Low Tom 2	40	HH Pedal	1	Bass Drum Low
6	Snare Drum Low	41	Crash Cymbal 1	20	Low Tom 1	40	HH Pedal	1	Bass Drum Low
6	Snare Drum Low	41	Crash Cymbal 1	20	Low Tom 1	40	HH Pedal	1	Bass Drum Low
7	Snare Drum High	40	HH Open/Close	26	Rock Low Tom 1	40	HH Pedal	2	Bass Drum High
8	Gated Snare Drum	40	HH Open/Close	27	Rock Low Tom 2	40	HH Pedal	3	Power Kick Bass Drum
10	Electronic Snare Drum High	48	Hand Clap	32	Electronic Low Tom 1	40	HH Pedal	4	Electronic Bass Drum
9	Electronic Snare Drum Low	40	HH Open/Close	33	Electronic Low Tom 2	40	HH Pedal	4	Electronic Bass Drum
70	Drum Low Mute Surdo	61	Cabasa	71	Open Surdo	49	Tambourine	50	Cowbell
58	Low Timbale	50	Cowbell	71	Open Surdo	63	Claves	1	Bass Drum Low
7	Snare Drum High	58	Low Timbale	57	High Timbale	50	Cowbell	1	Bass Drum Low
11	808 Snare Drum	40	HH Open/Close	54	Low Conga	40	HH Pedal	5	808 Bass Drum
12	Brush Tap	40	HH Open/Close	54	Low Conga	40	HH Pedal	1	Bass Drum Low
13	Brush Swirl	62	Shaker	38	808 Low Tom 1	40	HH Pedal	1	Bass Drum Low
64	Mute Triangle	46	Splash Cymbal	14	Side Stick	74	Slap	50	Cowbell
7	Snare Drum High	46	Splash Cymbal	20	Low Tom 1	40	HH Pedal	1	Bass Drum Low
				65	Open Triangle				
				45	Chinese Cymbal				





# MIDI IMPLEMENTATION CHART

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10	1-16	
	Changed	X	X	
Mode	Default	X	3	
	Message	X	3	
	Alerted	*****	X	
Note Number:	True voice	1-76	0-127	
		*****	0-127	
Velocity	Note on	0	0	
	Note off	X	X	
After Touch	Key's	X	X	
	Channel's	X	X	
Pitch Bend		X	0	
Control Change	0	0	0	Bank Select
	1	X	0	Modulation
	7	X	0	Volume
	10	X	0	Pan
	11	X	0	Expression
	64	X	0	Sustain Pedal
	66	X	0	Sostenuto Pedal
	67	X	0	Soft Pedal
	80	X	0	Reverb Program
	81	X	0	Chorus Program
	91	X	0	Reverb Level
	93	X	0	Chorus Level
	120	X	0	ALL SOUND OFF
	121	X	0	Reset all Controllers
123	X	0	All notes off	
Program Change: true		0	0	
		*****	0-127	
System Exclusive		X	X	
System	: Song Position	X	X	
	: Song Select	X	X	
Common	: Tune	X	X	
System	: Clock	X	X	
Real Time	: Commands	X	X	
Aux	: Local ON/OFF	X	X	
	: All Notes OFF	X	0	
Message	: Active Sense	X	0	
	: Reset	X	0	

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

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

0: YES  
X: NO

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