SAFETY INSTRUCTIONS

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) Unplug this apparatus during lightning storms or when unused for a long periods of time.
13) 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.
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# SD300 Sound Module General Features

## Polyphony
- **Voices** - 32

## Sounds
- **Drum Voices** - 170
- **Keyboard Voice** - 19
- **Drum Kits** - 10 Preset / 1 User
- **Songs** - 10 Preset / 1 User

## Effects
- **Reverb** - Hall1, Hall2, Room1, Room2, Room3, Stage1, Stage2, Plate, Delay, Echo.
- **Chorus** - Chorus1, Chorus2, Chorus3, Chorus4, ChorusFB, Short Delay, Short Delay FB, Flanger2, Flanger3, Celeste1, Celeste2, Celeste3.

## Trigger Inputs
- 1 x Kick, Single Zone
- 1 x Snare, Single Zone
- 3 x Toms, Single Zone
- 1 x Hi-Hat, Single Zone
- 1 x Ride, Single Zone
- 1 x Crash, Single Zone

## Hardware
- **Drum Rack and Mounts**
- **Kick pedal / Trigger Module**
- **Hi-Hat pedal**
- **8” Single Zone Snare Pad**
- **8” Single Zone Tom Pads**
- **10” Single Zone Hi-Hat Cymbal Pad**
- **10” Single Zone Crash Cymbal Pad**
- **10” Single Zone Ride Cymbal Pad**

## External Connections
- **1/8” Headphone Output**
- **2 - 1/4” Master Outputs**
- **1/8” Stereo Aux Input**
- **USB Connection for MIDI via computer**

## Sequencer
- **Preset Songs** - 10
- **User Songs** - 1
- **Tempo** - 20-240 BPM
- **Click/Metronome** - Click Voice, Time Signature, Tempo, Interval, Volume

## Power: 9v, 600ma
- **Dimensions**: 37”(H) x 27”(W) x 10”(L)
- **Weight**: 37 lbs / 16.78 kg
ASSEMBLING YOUR KIT

Inside this package - SD300 pads and hardware

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

Cymbals

- Single Zone 10” Hi-Hat Pad
- Single Zone 10” Crash Cymbal Pad
- Single Zone 10” Ride Cymbal Pad

Drum Pads

- Single Zone 8” Snare Pad
- Single Zone 8” Tom Pads

Drum Rack

- SD300 Drum Rack

Kick Pedal

- Bass Drum Pedal and Trigger

Hi-Hat Pedal

- Foot Controller

Accessories

- AC Adaptor
- Multi-pin Cable Harness
- Drum Key
- 1 - L-Rods for Snare Pad
- 1 Pair Drumsticks
- Hi-Hat Arm (Long)
- 10 - Velcro Cable Straps
- 2 Cymbal Arms (Short)

Drum Module

- User Manual

Visit www.simmonsdrums.net for more information.
Assembling Your Kit

Step 1 - Drum Rack

The Drum rack will be fully assembled in the box.

Remove the drum rack from the box and tighten the connecting clamps until the kit is stable.

Step 2 - Attach Cymbal Arms

Insert each cymbal arm into the rack clamp. Insert (Long) hi-hat arm on the left-side rack arm’s cymbal clamp.

Step 3 - Attach Cymbal Pads

Remove wing nuts from cymbal tilters. Place cymbal pads on tilter assembly. Re-attach and tighten wing nuts.

Step 4 - Attach Drum Module

Loosen wing screw on the module mount located on the crossbar. Place drum module into drum clamp. Tighten wing screw to secure module.

Step 5 - Position Pedals & Attach Drum Pads

Place the hi-hat pedal on the floor and to the left, as illustrated below. Place the bass pedal on the floor in the center of the rack as illustrated.

Loosen the wing screws on the drum mount clamps on the center crossbar and the right side rack arm. Place the tom pads into the mounts and tighten the wing screws.

Place the L arm into the drum mount clamp on the left side rack arm (next to the Hi Hat). Slide the snare pad onto the L arm and tighten the wing screw.

Step 6 - Connect Module to the Pads

Using the provided cables, connect the ¼” jacks to the corresponding drum pads, cymbal pads and kick pad. (Cables are marked accordingly). The pin connection will attach to the serial port of the sound module. Assembly complete.

NOTE: The voice of the hi-hat pad is controlled by the hi-hat 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’. Use cable strips to retain cable to rack.
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.

Connecting the Pads

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

Connecting the Power Supply

Connect the AC power adapter to a wall socket as shown in this illustration.

Connecting External Audio Devices

The audio output from an external source can be connected to the AUX INPUT jack on the rear panel and mixed with the sound of the drum module. This is ideal if you want to play along with songs or follow an audio drum tutorial.

The volume of the external signal is controlled on that device.

Connecting USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class compliant host (such as most modern MAC and PC computers as well as many tablet devices), and it should be recognized immediately. There are no drivers to install; simply plug n’ play.

If you connect the drum module to a computer, you can trigger software programs or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

USB cable not included.

Connecting Headphones

Your headphones can be connected to the SD300KIT. The headphone jack is located on the front left side of module. Use the MASTER VOLUME knob to adjust the headphone volume.
**Top Panel**

1. **[VOLUME] Knob**
   - Access to song mode.

2. **[SONG] Button**
   - Access to song mode.

3. **[START] Button**
   - Plays the selected song.

4. **[MUTE] Button**
   - Mutes the drum part of selected song.

5. **[TEMPO/TAP] Button**
   - Adjusts the tempo of songs and click.

6. **[CLICK] Button**
   - Turns the Click/Metronome function ON/OFF.

7. **[UTILITY] Button**
   - Access to utility functions.

8. **[ - / + ] Buttons**
   - Adjusts the current parameter on the screen.

9. **[KIT] Button**
   - Access to kit mode.

10. **[VOICE] Button**
    - Selects voice.

11. **[RECORD/PLAY] Button**
    - Access to record mode.

12. **[POWER] Button**
    - Press and release to power ON or OFF.

13. **Headphone Output**

**LED Display**

The LED indicates the SONG, PAD or KIT status. When SONG is selected, the song number appears in the display. When PAD is selected, the pad name such as Snare, Crash, and Tom, etc. will appear. Press the KIT button and the drum kit number will be displayed on the LED.
**PANEL CONTROLS**

**Rear Panel**

1. **Serial Connection Jack**
   Control cable connects the pads and the pedals to the module.

**Back Panel**

1. **AC Adapter Input**
   Connection for the 9V DC power adapter.

2. **USB Port**
   Used for connecting the SD300 module to a computer.

3. **AUX Input**
   Stereo ¼” jack to connect external audio devices to module.

4. **Output**
   ¼” stereo audio outputs to connect to external audio sources.
Switching the Power On

1. Connect the AC Adapter to the drum module.
2. Press the power switch on the front 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 Always ON. You can change this setting by holding down the [KIT] button for two seconds. This will disable the auto power off function. Press and hold the [KIT] button again to switch it back on.

Basic Operation and Navigation

Selecting Modes
There are 3 main modes for the module KIT, SONG and UTILITY. To enter these modes press the corresponding buttons on the top panel of the module.

Adjusting Values

1. Select the parameter to be adjusted.

Listening to the Demo Song

The demo song helps to show you the capabilities and sounds of the SD300KIT module. There is one demo in the module. The demo song is a medley that has several patterns combined to show the different genres of music that the module can play.

1. Press the [SONG] button to enter Song Mode. Use the [ - ] / [+ ] buttons to select song d-1.
2. Press the [START] button to start or stop the demo.
3. After stopping the demo, press any of the Mode buttons (KIT, SONG or UTILITY) to exit the Demo Mode.
## Getting Started

### Selecting a Kit

#### Entering KIT Mode
1. Press the [KIT] button. The LCD displays the current Kit number.
2. Press the [-] / [+ ] buttons to select a preset or user kit.

### Selecting a Song

1. Press the [SONG] button. The LCD displays the current Song Number.
2. Press the [-] / [+ ] buttons to select the song you want to play.

### Playing a Song

1. Press [START] to play a song.
2. Press the [START] button again to stop playback of the song.

**NOTE:** You can temporarily change the tempo of a song while playback is in progress by using the [TEMPO/TAP] and [-] / [+ ] buttons. The song returns to its default 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 sound. The screen will show the mute status “On” or “Off”.
2. To unmute the Drums press the [MUTE] button again.
ADVANCED OPERATIONS

Kit Mode

Editing a Kit

The drum kits of the module can be modified from the factory presets. However to save them you will have to save them to User memory locations. See the steps below on how to change the parameters for each pad input.

1. Press the [KIT] button.
2. Press the [Voice] button to see the current voice - the default is the Snare pad.
3. Strike a drum pad to view the Voice currently assigned.
4. Press the [-] / [+] buttons to change the assigned voice.
5. Press the [REC/PLAY] button to save the assignment to a User Kit.

Recording a Song

Recording

Press and hold the [REC/PLAY] button for 2 seconds. Recording will start after you hear one bar of metronome hits.

Press [REC/PLAY] button again to stop recording. After you have stopped recording, press the [REC/PLAY] button to play back your recording. Press the [REC/PLAY] button again to stop playback.
ADVANCED OPERATIONS

Click/Metronome

Click Settings

The Click is the metronome. The click can be played during a song in song mode or on its own.

Press [CLICK] button to start and stop the metronome.

1. To edit the Click settings press and hold the [CLICK] button for 2 seconds

2. The first parameter is the time signature

3. Press the [-] / [+] buttons to select the time signature that you want.

4. To adjust the tempo of the click press the [TEMPO/TAP] button and use the [-] / [+] buttons to adjust.

5. You can also adjust the tempo by using the “TAP” function. Press and hold the [TEMPO/TAP] button. The LED screen will flash the current tempo. Strike Tom1 2-4 times consecutively to set the desired “TAP” tempo.

Utility Mode

The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

Trigger Settings

You can set the parameters of each drum and cymbal pad in the Trigger menu. While editing the settings, you can select each trigger by hitting the corresponding trigger pad.

1. Press the [UTIL] button.

2. Strike the drum pad you want to edit to view the setting currently assigned

3. To recover factory settings perform the factory reset. (See page 16)

4. Press the [-] / [+] buttons to change the parameter setting.

5. To get to the next parameter press the [UTIL] button. See page 15 for a list of parameters and their descriptions.

6. After completing your settings Press the [REC/PLAY] button to save them.
ADVANCED OPERATIONS

Parameter definitions

Retrig-C (Retrigger cancel)

Retrigger Cancel prevents retriggering from occurring. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums is played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.

Threshold

This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to peripheral vibrations from another pad.

Curve (Trigger curve)

This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

X-Talk (Pad Crosstalk)

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. Setting the value too low may result in crosstalk.

MIDI Settings

Pad MIDI Note assignments

The MIDI output notes from the SD300KIT are preset in the module. The following list has the MIDI notes that are sent from the module when the drum pads and pedals are played.

For more details on MIDI functionality please see the MIDI Implementation Chart in the Appendix section of the manual.
Advanced Operations

Factory Reset

There may be occasions where you want the module to return to the factory settings. This function will return the module back to factory setup.

To Reset the Module to Factory Setup

1. Power off the module
2. Press and hold the [-] / [+ ] buttons while simultaneously pressing and holding the power button.
# Drum Kit Presets

## Preset Drum Kit List

<table>
<thead>
<tr>
<th>Kit #</th>
<th>Kit Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kit 1</td>
<td>Maple</td>
</tr>
<tr>
<td>Kit 2</td>
<td>Funk 1</td>
</tr>
<tr>
<td>Kit 3</td>
<td>Studio</td>
</tr>
<tr>
<td>Kit 4</td>
<td>Hip Hop</td>
</tr>
<tr>
<td>Kit 5</td>
<td>Metal</td>
</tr>
<tr>
<td>Kit 6</td>
<td>Simmons</td>
</tr>
<tr>
<td>Kit 7</td>
<td>Jazz</td>
</tr>
<tr>
<td>Kit 8</td>
<td>Latin Percussion</td>
</tr>
<tr>
<td>Kit 9</td>
<td>LA Funk Rock</td>
</tr>
<tr>
<td>Kit 10</td>
<td>Techno</td>
</tr>
<tr>
<td>Kit 11</td>
<td>User Kit</td>
</tr>
</tbody>
</table>

## Song Style List

<table>
<thead>
<tr>
<th>Style #</th>
<th>Style Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>d–1</td>
<td>Demo Song</td>
</tr>
<tr>
<td>01</td>
<td>Bonz Beat</td>
</tr>
<tr>
<td>02</td>
<td>Blues Beat</td>
</tr>
<tr>
<td>03</td>
<td>Black Magic</td>
</tr>
<tr>
<td>04</td>
<td>Alt Rock</td>
</tr>
<tr>
<td>05</td>
<td>Funky Strut</td>
</tr>
<tr>
<td>06</td>
<td>Hip Hop</td>
</tr>
<tr>
<td>07</td>
<td>Funky D</td>
</tr>
<tr>
<td>08</td>
<td>Tech Step</td>
</tr>
<tr>
<td>09</td>
<td>Metalhead</td>
</tr>
<tr>
<td>10</td>
<td>Jazz Walk</td>
</tr>
</tbody>
</table>
**Drum Kit Presets**

**Drum Sound List**

**KICK**
- BD_Maple
- BD_HeavyMetal
- BD_Jazz
- BD_LA FunkRock
- BD_Metal
- BD_MetalGuitar-Kick
- BD_Snare
- BD_Thickick
- BD_Vintage
- EDRM_BD-HipHopcp1
- EDRM_BD-Techno1Cp
- EDRM_BD808Kick
- BD_Banzai_Kick
- BD_WahKick
- BD_PunchKick

**SNARE**
- SD_Aluminum_Center
- SD_Aluminum_CS
- SD_Aluminum_RS
- SD_BellBrass_center
- SD_BellBrass_CS
- SD_BellBrass_RS
- SD_Brass_RS
- SD_Brass-center
- SD_Brass-CS
- SD_BrushSnare-center
- SD_BrushSnare-Rim
- SD_DeepDrumcenter
- SD_DeepDrum-CS
- SD_DeepDrum-RS
- SD_Funk1_CenterA
- SD_HeavyMetal
- SD_LA Funkrock_CenterA
- SD_LA Funkrock_CS
- SD_LA Funkrock_RS
- SD_Maple_CenterA
- SD_Maple_RS
- SD_Metal-CenterA
- SD_Metal-CS
- SD_Metal-RS
- SD_ShallowBrass-Center
- SD_ShallowBrass-CS
- SD_ShallowBrass-RS
- SD_ShallowWood-CenterA
- SD_ShallowWood-CS

**TOM**
- TOM_Brush-Hi
- TOM_Brush-Low
- TOM_HeavyMetal-Hi
- TOM_HeavyMetal-Low
- TOM_HeavyMetal-Mid
- TOM_LA Funk_Hi
- TOM_LA Funk_Low
- TOM_LA Funk_Mid
- TOM_Maple_Hi
- TOM_Maple_Low
- TOM_Maple_Mid
- TOM_Metal-Hi
- TOM_Metal-Low
- TOM_Metal-Mid
- TOM_Snare_Hi
- TOM_Snare_Low
- TOM_Snare_Mid
- EDRM_Snare_Tom1Cp
- EDRM_Snare_Tom1Cp-Hi
- EDRM_Snare_Tom1Cp-Low
- EDRM_Snare_Tom1Cp-Mid
- EDRM_Tom-Techno1-Hi
- EDRM_Tom-Techno1-Low
- EDRM_Tom-Techno1-Mid
- EDRM_Snare_Kick1Cp
- EDRM_Snare_Snare1Cp

**CYMBALS**
- CYM_China
- CYM_Crash
- CYM_Crash1
- CYM_Crash2
- CYM_Ride-MetalPingA
- CYM_Ride1-BellA
- CYM_Ride1-BowA
- CYM_Ride2-BellA
- CYM_Ride2-Bow
- CYM_Ride2-CrashEdge
- ECYM_808Cymbal
- ECYM_Ride-Simmons1
- ECYM_Simmons_Crash1Cp
- ECYM_Simmons_CrashChinaElec
- ECYM_SimmonsRide

**HI HAT**
- CYM_HH1-Closed-0
- CYM_HH1-Closed-1
- CYM_HH1-Foot-0
- CYM_HH1-Foot-1
- CYM_HH1-Open-0
- CYM_HH1-Open-1
- CYM_HH2-Closed
- CYM_HH2-Closed
- CYM_HH2-Open
- CYM_HH3-Closed
- CYM_HH3-Foot
- CYM_HH3-Open
- ECYM_HH-Close4
- ECYM_HH-Close1
- ECYM_HH-Close2
- ECYM_HH-Close3
- ECYM_HH-Close4

**PERCUSSION**
- PERC_Agogo-Large
- PERC_Agogo-Small
- PERC_Bango-Large
- PERC_Bango-Small
- PERC_Cabasa
- PERC_Clave
- PERC_Conga-Slap
- PERC_Conga

**KITS**
- Maple
- Funk 1
- Studio
- Hip Hop
- Metal
- Simmons
- Jazz
- Latin Percussion
- LA Funk Rock
- Techno
- User Kit

**KEYBOARD SOUNDS**
- AC Bass
- Synth Bass 1
- Synth Bass 2
- Synth Bass 4
### MIDI IMPLEMENTATION CHART

<table>
<thead>
<tr>
<th>Function</th>
<th>Transmitted</th>
<th>Recognized</th>
<th>Remarks</th>
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<tbody>
<tr>
<td>Basic Channel</td>
<td>Default</td>
<td>10CH</td>
<td>1-16</td>
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<td></td>
<td>Changed</td>
<td>X</td>
<td>1-16 each</td>
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<tr>
<td>Mode</td>
<td>Default</td>
<td>Mode 3</td>
<td>Mode 3</td>
</tr>
<tr>
<td></td>
<td>Messages</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>Altered</td>
<td>***********</td>
<td>X</td>
</tr>
<tr>
<td>Note Number</td>
<td>True Voice</td>
<td>0-127</td>
<td>0-127</td>
</tr>
<tr>
<td></td>
<td></td>
<td>***********</td>
<td>0-127</td>
</tr>
<tr>
<td>Velocity</td>
<td>Note ON</td>
<td>O [99H, V=1 - 127]</td>
<td>O [9nH, V=1 - 127]</td>
</tr>
<tr>
<td></td>
<td>Note OFF</td>
<td>O [89H, V=0]</td>
<td>O [8nH, V=0] or 8nH</td>
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<td>Aftertouch</td>
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<td>X</td>
<td>X</td>
</tr>
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<td>Pitch Blend</td>
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<td>Control Change</td>
<td>0, 32</td>
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<td>1</td>
<td>X</td>
<td>O</td>
</tr>
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<td>5</td>
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<td>X</td>
<td>O (*1)</td>
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<tr>
<td></td>
<td>121</td>
<td>X</td>
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</tr>
<tr>
<td>Program Change</td>
<td>True member</td>
<td>O 0-10</td>
<td>O 0-127</td>
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<td></td>
<td>0-127</td>
</tr>
<tr>
<td>System Exclusive</td>
<td></td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>System Common</td>
<td>:Song Position</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>:Song Select</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>:Tune</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>System Real Time</td>
<td>:Clock</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>:Commands</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Aux Messages</td>
<td>:Local ON/OFF</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>:All Notes OFF</td>
<td>X</td>
<td>O</td>
</tr>
<tr>
<td></td>
<td>:Active Sense</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>:Reset</td>
<td>X</td>
<td>O</td>
</tr>
</tbody>
</table>

O: YES  X: NO

*1: Registered parameter number: #0: Pitch sensitivity, #1: Fine tuning, #2: Coarse tuning

Model 1: OMNI ON, POLY
Model 2: OMNI ON, MONO
Model 3: OMNI OFF, POLY
Model 4: OMNI OFF, MONO
SPECIFICATIONS

<table>
<thead>
<tr>
<th>Pads</th>
<th>7 drum pads with touch response and two pedals for bass drum and hi-hat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sounds</td>
<td>170 drum voices</td>
</tr>
<tr>
<td>Drum Kits</td>
<td>10 Preset kits, 1 User kit</td>
</tr>
<tr>
<td>Songs</td>
<td>10 Preset songs, 1 User song</td>
</tr>
<tr>
<td>Overall Controls</td>
<td>Tempo, Main Volume</td>
</tr>
<tr>
<td>Metronome</td>
<td>Voice, Click or Light</td>
</tr>
<tr>
<td>Connections</td>
<td>9V adapter, head phones, USB to host (MIDI IN/OUT), aux input, stereo out, serial pin connector</td>
</tr>
<tr>
<td>Dimensions</td>
<td>37” (H) x 27” (W) x 10” (L)</td>
</tr>
<tr>
<td>Weight</td>
<td>37 lbs</td>
</tr>
<tr>
<td>Power Supply</td>
<td>9V adapter</td>
</tr>
<tr>
<td>Accessories</td>
<td>Drum sticks, drum key, velcro cable straps, user manual</td>
</tr>
</tbody>
</table>

WARRANTY

Two (2) 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 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.

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.

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

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