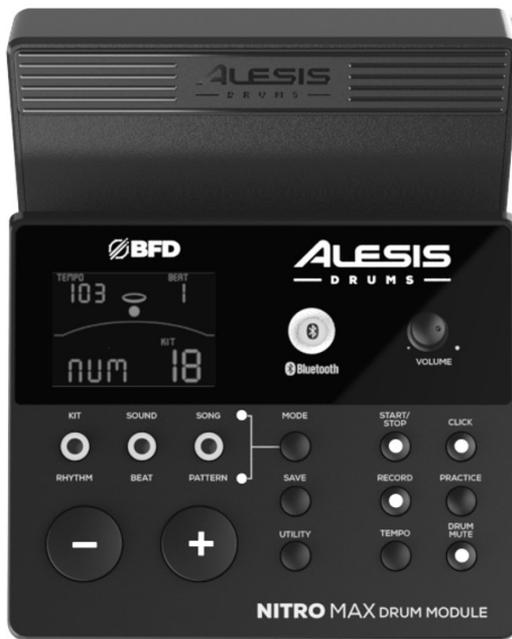




# NITRO MAX DRUM MODULE



## User Guide

English

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## (1.0) Introduction

### (1.1) Box Contents

Nitro Max Drum Module

Nitro Max Drum Kit & Accessories

Drumeo Drum Lessons Card

Quickstart Guide

Safety & Warranty Manual

### (1.2) Support

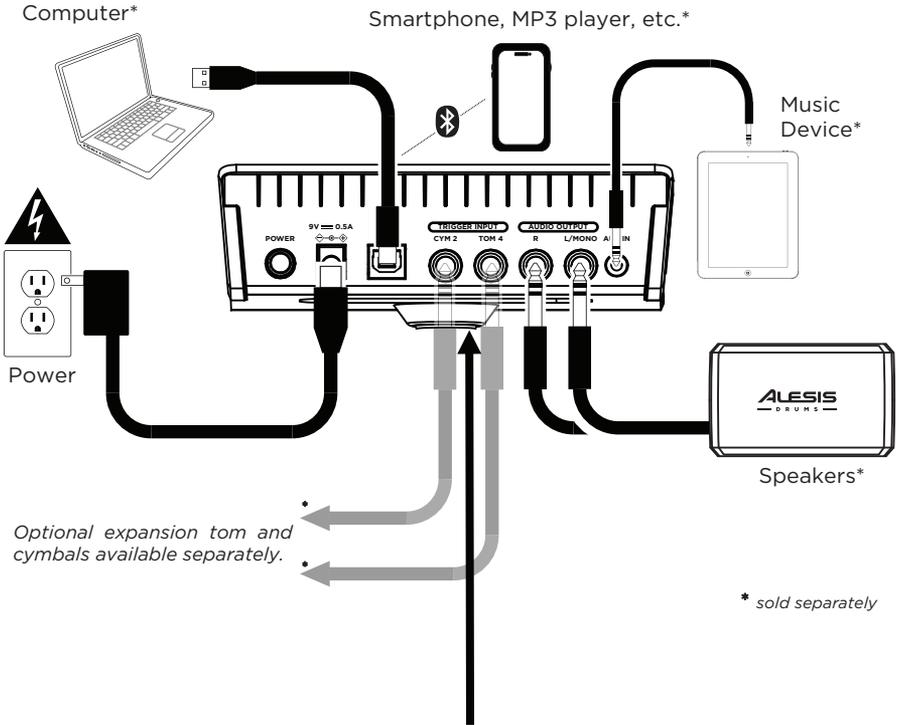
For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit [alesis.com](https://alesis.com).

For additional product support, visit [alesis.com/support](https://alesis.com/support).

## (1.3) Setup

Items not listed in **(1.1) Box Contents** are sold separately.

### (1.3.1) Connection Diagram



Use the cable snake to connect the drum module to the drum/cymbal pads of your electronic drum kit.

### (1.3.2) Drum Setup and Playing

1. Connect your electronic drum kit's pads to the cable snake, then connect the cable snake to the **Cable Snake Input** on the module's bottom panel.
2. *Optional:* If you have any additional pads (e.g., an extra tom, an extra crash cymbal), connect them to the module's **Tom 4 Input** or **Crash 2 Input**.
3. Connect speakers (sold separately) to the **Audio Output** and/or connect 1/8" stereo headphones (sold separately) to the **Phones** output. Turn the **Volume** knob all the way down (counterclockwise).
4. Connect the module to a power source, using the included power adapter (9V DC, 500 mA, center positive).
5. Press the **Power Button** to turn the module on.
6. Adjust the **Volume** knob to an appropriate level and play some drums!

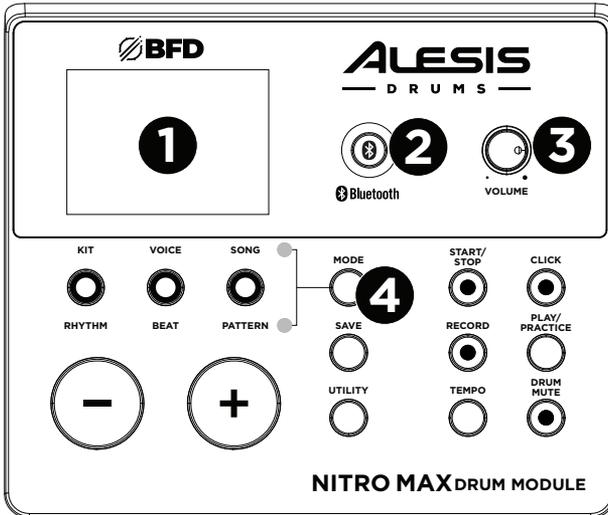
**Selecting a Drum Kit:** After powering on the module, or after pressing the **Kit** button, you will see the **Kit** indicator and **NUM** on the display. Use the **-** and **+** buttons to select a drum kit, and start playing! Kits 01-32 are Preset Kits. Kits 33 - 48 are User Kits (see [\(3.1\) Editing and Saving Drum Kits](#) for more information).

**Note:** The top Mode LED (Normal Mode), and KIT button LED must be lit in order to cycle through available Kits.

**Using the Click:** You can turn the click track (metronome) on or off by pressing the **Click** button. Adjust its tempo by pressing **Tempo** and using the **-** and **+** buttons to set the new BPM (beats per minute). See [\(4.2\) Adjusting the Metronome](#) for more information about metronome features.

## (2.0) Features

### (2.1) Top Panel



#### 1. Display

This display shows information relevant to the current settings and functions.

#### 2. Bluetooth®

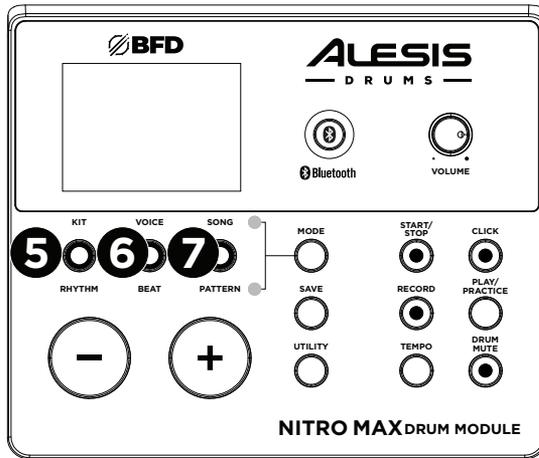
Press this button to pair to a Bluetooth device. The backlit button will be lit solid when a device is paired. If the button is pressed again, pairing mode will be canceled. See [\(4.5\) Connecting to a Bluetooth® Device](#) for more details.

#### 3. Volume

Adjusts the output volume of the **Audio Output** and **Phones**.

#### 4. Mode

Press to set the function of the three buttons to the left to Normal mode (**Kit**, **Voice**, **Song**) or Learning mode (**Rhythm**, **Beat**, **Pattern**), indicated by the LEDs.



## 5. Kit / Rhythm

In Normal Mode, press this button to enter the Kit Menu, where you can select a kit or adjust kit-related settings.

In Learning Mode, press this button to select a rhythm (full kit) to play along to or adjust pattern-related settings.

**Note:** To play along with the pre-recorded rhythm pattern, press the **Play/Practice** button. To play along without the pre-recorded rhythm pattern and keep score of your performance, press the **Start/Stop** button.

## 6. Voice / Beat

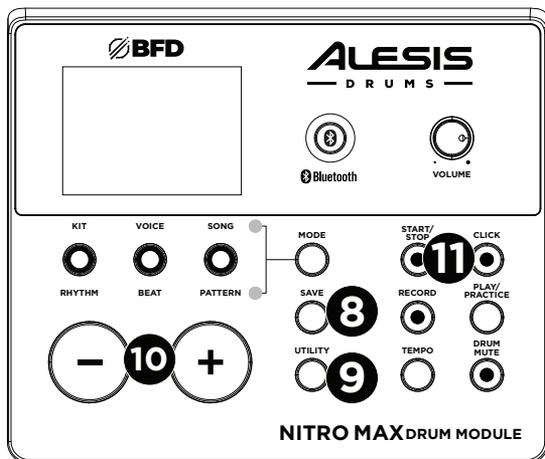
In Normal Mode, press this button to enter the Voice Menu, where you can select a voice (drum sound) or adjust voice-related settings. In Learning Mode, press this button to select a beat (snare drum only) to play along to or adjust pattern-related settings.

**Note:** To play along with the pre-recorded beat pattern, press the **Play/Practice** button. To play along without the pre-recorded beat pattern and keep score of your performance, press the **Start/Stop** button.

## 7. Song / Pattern

In Normal Mode, press this button to enter the Song Menu, where you can select a song or adjust song-related settings. In Learning Mode, press this button to enter the Pattern Menu, where you can select a pattern (full kit plus accompaniment) to play along to or adjust pattern-related settings.

**Note:** To play along with the pre-recorded pattern, including backing track drums, press the **Play/Practice** button. To play along with the pre-recorded pattern and keep score of your performance without the backing track drums, press the **Start/Stop** button.



## 8. Save

While in Kit or Voice mode, press the **Save** button to save the current kit settings. Use the - / + buttons to select an available save slot, and then press **Save** again. To cancel a change before saving, press **Kit**, **Voice**, or **Song**. See [\(3.1\) Editing and Saving Drum Kits](#) for more details.

## 9. Utility

While in Normal Mode (**Kit**, **Voice**, or **Song**), press this button repeatedly to access the advanced settings for the pads, as well as the module's MIDI settings. Use the - / + buttons to adjust parameters. See the [\(4.1\) Adjusting Utility Settings](#) section for more information.

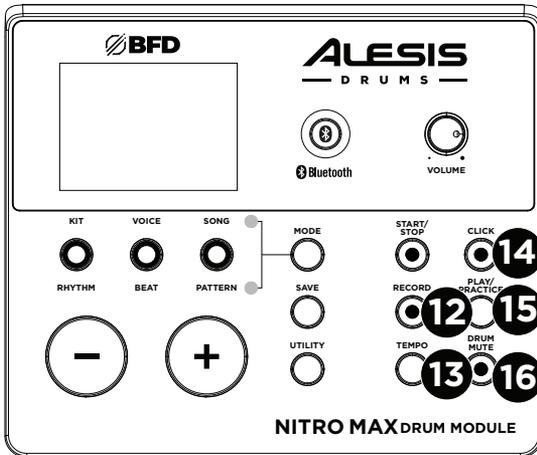
## 10. - / +

Press to adjust the selected parameter. Use these buttons to change the value of the setting shown on the display, such as kit numbers or effects levels.

## 11. Start/Stop

When in the Normal Mode, press this button to start or stop Song playback. See [\(3.2\) Playing Along With Songs](#) for more details.

When in the Learning Mode, press this button to start or stop the selected Pattern, Rhythm, or Beat scored performance, once you feel you have learned the Pattern, Rhythm, or Beat in Play/Practice. Select a Song /Pattern/Rhythm/Beat using the - / + buttons. Press and hold the **Play/Practice** button for 2 seconds to hear the playback of your performance. Press **Start/Stop** or **Play/Practice** again to stop playback. See [\(3.3\) Playing Along With Beats, Rhythms, and Patterns](#) for more details.



## 12. Record

While in Normal Mode (Kit, Voice, or Song), press this button once to record-arm the module. When armed, the button LED will flash. To start recording, press **Start/Stop** or hit a pad. When recording, its LED will light solid. (To stop recording, press **Start/Stop** again.) See the [\(4.3\) Recording](#) section for more information.

## 13. Tempo

Press to display the current tempo in beats per minute (BPM). Use the - / + buttons to change it.

## 14. Click

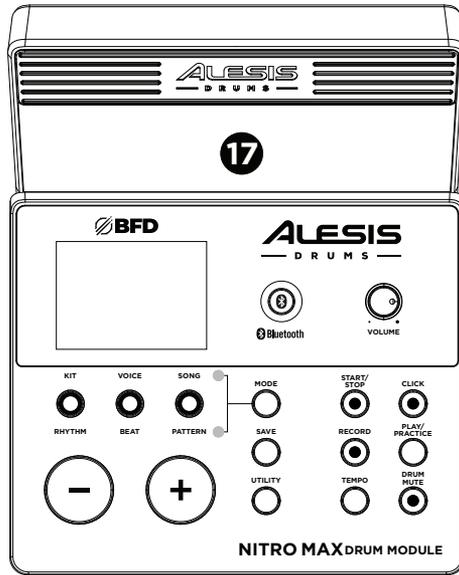
Press this to turn the click track (metronome) on or off. See the [\(4.2\) Adjusting the Metronome](#) section for more information.

## 15. Play/Practice

In Normal Mode, press this button to hear a recorded performance. In Learning Mode, press this button to start playing the beat, rhythm, or pattern; you can then play along to it without being scored.

## 16. Drum Mute

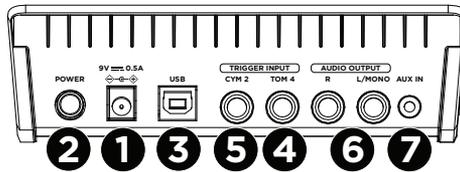
When this button is on, its LED will be lit and the pre-recorded drum part will be muted so you can hear only your performance and any accompaniment (backing music). While in Song mode, this button can be pressed again to hear the pre-recorded drum part. This button will automatically be on while recording.



## 17. Mobile Device Shelf

Place your device here. While the rubber padding will help keep your device still, use caution when playing with force as vibrations from heavy playing may cause the device to move. Please keep your device in landscape mode for the most stability.

## (2.2) Rear Panel



### 1. Power Input

Connect the included power adapter (9V DC, 500mA, center pin-positive) here, then connect the adapter to wall power.

**Note:** To save energy, the drum module will shut down automatically after 30 minutes of no activity. If you do not need this feature or want to adjust the shutdown time, do the following:

- I. Power on the drum module.
- II. Press **Utility** repeatedly until the Power page (**POW**) is selected.
- III. Use the - / + buttons to adjust the shutdown time (30 - 60 minutes, or **OFF**).

### 2. Power Button

Press the **Power button** to turn the module on or off.

### 3. USB-B Port

Use a USB cable (sold separately) to connect the module to your computer to send MIDI information.

**Note:** Only MIDI information is sent over the USB connection, not audio.

### 4. Tom 4 Trigger Input (1/4" [6.35 mm] TRS)

Use a standard 1/4" TRS cable to connect this input to an optional drum pad, which will trigger the Tom 4 sound.

### 5. Crash 2 Trigger Input (1/4" [6.35 mm] TRS)

Use a standard 1/4" TRS cable to connect this input to an optional cymbal pad, which will trigger the Crash 2 sound.

### 6. Audio Output (1/4" [6.35 mm] TRS)

Connect this output to a speaker, amplifier system, or mixer.

### 7. Aux Input (1/8" [3.5 mm] TRS)

Connect an auxiliary device such as a phone, MP3 player, or CD player here. This audio will be heard in the Audio Outputs and Phones output. During recording, the audio from this input will not be recorded.

## (2.3) Side Panel

### 1. Phones Output

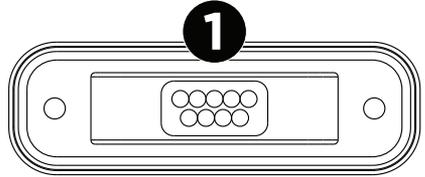
Connect your 1/8" (3.5 mm) headphones to this output.



## (2.4) Bottom Panel

### 1. Cable Snake Input

Connect the cable snake included with the Nitro Max Drum Kit to the module here.



## (3.0) Basic Functions

### (3.1) Editing and Saving Drum Kits

#### Important:

- To edit and save your kits, you must be in Normal Mode, with either the Kit or Voice button lit.
- Remember to save your kits after you have entered the settings you want!

First, press **Kit** until **NUM** appears on the display. Then use the **- / +** buttons to select your desired kit. Once you've selected your kit, you can edit its settings.

#### To adjust the kit settings:

1. Press the **Kit** button to cycle between these other editable kit parameters:
  - **VOL**: Kit volume
  - **REV\***: Kit reverb
  - **EQH\***: Equalization, high frequencies
  - **EQM\***: Equalization, mid frequencies
  - **EQL\***: Equalization, low frequencies
2. Use the **-** and **+** buttons to adjust the value.

\* The reverb and equalization affect the sound of the kit and song.

### To adjust the pad settings:

1. Make sure the module is in Normal mode (top Mode LED is lit).
2. Hit the pad whose settings you want to adjust.
3. Press the **Voice** button.
4. Press **- / +** buttons to change a sound.
5. Press the **Voice** button again to view and edit these settings on the display:
  - **NUM / H-C\*\***: Pad voice (drum, cymbal, or percussion sound)
  - **VOL**: Pad volume
  - **PAN**: Pad panning
  - **PIT**: Pad pitch
  - **REV**: Pad reverb
  - **MID**: MIDI note. See the [\(5.0\) Appendix](#) for a list of the default MIDI note numbers for each pad.
  - **P-S**: Pad song switch (selects whether or not a song will play when that pad is struck)
  - **P-N\*\*\***: Pad song number (selects which song will play when that pad is struck, if P-S is set to **ON**)
6. Use the **-** and **+** buttons to adjust the value.

\*\* If the selected pad is the Hi-Hat, you can choose one of the combinations of open and closed hi-hat sounds (H-C, 001-007).

\*\*\* Songs 61 - 80 are pitched, nondrum samples (e.g., bass, piano, vibraphone, etc.) rather than actual songs, so they're ideal for assigning to a pad, when selecting the "pad song number." Songs 66 - 80 will change pitch with each hit. Songs 1 - 60 are actual songs.

### To save your settings:

1. Press **Save**.
2. Use the **-** and **+** buttons to select the User Kit slot you want to save it to (33 - 48).
3. Press **Save** again.

To cancel a change before saving, press Kit, Voice, or Song.

## (3.2) Playing Along With Songs

**Important:** To play songs, you must be in Normal Mode (Kit, Voice, Song).

### To select and play a song:

1. Press the **Song** button until **NUM** appears on the display.
2. Use the **-** and **+** buttons to select a song.
3. Press **Start/Stop** to begin playback.

**Adjust the tempo** by pressing **Tempo** and using the **-** and **+** buttons to adjust the BPM. Press both **-** and **+** buttons simultaneously to reset the tempo to its default value. Press the **Song** button to cycle through additional Song settings.

**Adjust the volume of the music** (not the drum part) by pressing the **Song** button, then press the **Song** button repeatedly until **ACC** appears on the display. Use the **-** and **+** buttons to adjust the volume. It will return to its default volume setting when you power the module off.

**Adjust the volume of the drum part** by pressing the **Song** button, then press the **Song** button until **DRM** appears on the display. Use the **-** and **+** buttons to adjust the volume. To mute/unmute the drum part entirely, press **Drum Mute**. It will return to its default volume setting when you power the module off.

### (3.3) Playing Along With Beats, Rhythms, and Patterns

**Important:** To play along with Beats, Rhythms, or Patterns, you must be in Learning Mode.

1. Press one of these Learning Mode buttons to select how you want to play:
  - **Beat (BEA):** Snare drum only
  - **Rhythm (RHM):** Full kit
  - **Pattern (PTN):** Full kit plus musical accompaniment
2. Use the **-** and **+** buttons to select the beat, rhythm, or pattern you want to practice.
3. **To practice without being scored**, press **Play/Practice (PRA)** will appear on the display). After a count-in, the beat, rhythm, or pattern will repeat so you can practice it.  
**To play and be scored**, press **Start/Stop (EXM)** will appear on the display), the beat, rhythm, or pattern will play once without the drum part. Play the drum part as accurately as possible. At the end, you will receive a score (**SCO**) based your accuracy. To improve your score, **Practice** the beat, rhythm, or pattern without being scored (see above) and try again!

Every played and scored attempt is automatically recorded. Press and hold **Play/Practice** for 2 seconds to hear the playback of your practice (**PLY**). Press **Play/Practice** again to stop playback.

#### Notes:

- If **EPY** appears on the display, it means the memory is empty because no recording was made. Play while scoring your performance (as described above) to record.
- If **FUL** appears on the display, it means the module's memory became full while recording. You can clear/overwrite the memory by simply making a new recording.

#### To adjust the Learning Mode settings:

Each Learning Mode has different adjustable settings. Press the desired Learning Mode button (**Rhythm**, **Beat**, or **Pattern**) to cycle through the additional settings, and use the **-** and **+** buttons to adjust their values:

- **Beat (BEA):** (**DRM**) Drum volume
- **Rhythm (RHM):** (**LEV**) Difficulty level; (**DRM**) Drum volume
- **Pattern (PTN):** (**LEV**) Difficulty level; (**ACC**) Accompaniment; (**DRM**) Drum volume

## (4.0) Advanced Functions

### (4.1) Adjusting Utility Settings

The Utility menu lets you further customize your pad settings and adjust the module's MIDI settings.

#### To adjust the Utility settings:

1. Press the **Mode** button so that Normal Mode (Kit, Voice, Song) is active.
2. Hit the pad whose settings you want to adjust.
3. Press the **Utility** button repeatedly until the desired setting appears on the display:
  - **SEN** (Pad sensitivity): Controls how responsive a pad is when you hit it. The higher the value, the less forcefully you need to play to generate a loud hit.
  - **THR** (Pad threshold): Controls how forcefully you have to hit the pad to generate a sound. The higher the value, the harder you have to hit it.
  - **CRO** (Pad crosstalk): Crosstalk is the unintentional triggering of a pad when an adjacent pad is hit. The higher the value, the less likely the pad will be triggered by crosstalk.
  - **CUR** (Pad velocity curve): Controls the pad's dynamic response relative to the force (velocity) of your hit. The curves are shown in the [\(5.0\) Appendix](#) section.
  - **R-S** (Pad rim sensitivity): Controls how responsive a pad's rim is when you hit it.
  - **S-S** (Hi-Hat "splash" sensitivity): Controls how responsive the hi-hat "splash" effect is when you hit the pedal. To create this sound, tap your foot on the pedal but lift it up immediately instead of leaving your foot down.
  - **LOC** (Local Mode): See [\(4.4\) MIDI Settings](#) for more information.
  - **GM** (General MIDI Mode): See [\(4.4\) MIDI Settings](#) for more information.
4. Use the **-** and **+** buttons to adjust the value.

**To save the settings**, press **Save**. Otherwise, they will return to their default settings when you power the module off.

## (4.2) Adjusting the Metronome

The module's built-in metronome can be used when practicing, performing, recording, or playback.

### Using the metronome:

You can turn the click track (metronome) on or off by pressing the **Click** button. Adjust its tempo by pressing **Tempo** and using the **-** and **+** buttons to set the new BPM (beats per minute).

### To adjust the metronome settings:

1. Turn on the metronome (by pressing **Click**), then, while in Normal Mode, press the Mode button repeatedly until the desired setting appears on the display:
  - **SIG** (Time signature): The time signature the metronome is counting. (When a "0" is selected as the first number, the first beat will not be indicated by a different metronome sound; every beat will have the same sound.)
  - **INT** (Interval): The subdivisions that the metronome will play.
  - **VOL** (Volume): The metronome volume.
  - **VOC** (Voice): The metronome sound.
2. Use the **-** and **+** buttons to adjust the value. The settings will be automatically saved.

## (4.3) Recording

### To record:

1. Press the **Mode** button so that Normal Mode (Kit, Voice, Song) is active.
2. Press **Record**. The button's LED will flash and the metronome will turn on automatically. This means the module is record-armed.
3. To start recording, press **Start/Stop**, or hit any pad. The **Record LED** will light solid. (To cancel recording instead, press **Record** again.)
4. To stop recording, press **Start/Stop**, or press **Record**. The **Record LED** will turn off.
5. To play the recording, press **Play/Practice**. Press it again to stop playback.

### Notes:

- In Learning Mode when Start/Stop is pressed, your performances are automatically recorded.
- If **FUL** appears on the display, it means the module's memory became full while recording. You can clear/overwrite the memory by simply making a new recording.

### To record your performance with a Song:

1. Adjust the Song number (**SNG**) (as described in the [To adjust the recording settings](#) section below).
2. Start recording (as described in the [To record](#) section above).
3. To play the recording, press **Play/Practice**. Press it again to stop playback.

### To adjust the recording settings:

1. Press **Record**. The button's LED will flash and the metronome will turn on automatically. This means the module is record-armed.
2. Press **Mode** until the desired setting appears on the display:
  - **SNG** (Song number): The song that will play in the background.
  - **KIT** (Kit): The drum kit that will be recorded.
  - **BPM** (Tempo): The recording tempo.
  - **SIG** (Time signature): The recording time signature.
  - **INT** (Interval): The subdivisions that the metronome will play.
  - **DRM** (Drum mute): When not set to a song (---) or when set to Song 61-80, this setting is disabled because an actual song is not selected (Songs 61-80 are actually just samples that can be assigned to the pads). When set to Song 1-60, you can set this to **ON** or **OFF** to turn the original drum part on or off. Alternatively, you can press the **Drum Mute** button.
  - **PRC** (Pre-count): When set to **ON**, there will be a one-measure count-in before the recording starts. When set to **OFF**, the recording will start immediately after you press **Start/Stop** or hit a pad.
3. Use the **-** and **+** buttons to adjust the value. The settings will be automatically saved.

## (4.4) MIDI Settings

To change the MIDI note number sent by each pad, see the section [\(3.1\) Editing and Saving Drum Kits > To adjust the pad settings](#).

### To adjust the MIDI settings:

1. Hit the pad whose settings you want to adjust.
2. Press **Utility** repeatedly until the desired setting appears on the display:
  - **LOC** (Local Mode):
    - When set to **ON**, playing your electronic drum kit will trigger the sounds in the drum module.
    - When set to **OFF**, playing your electronic drum kit will trigger sounds in a computer connected to the module's **USB port**, bypassing the drum module's sound library.
    - **GM** (General MIDI Mode): When set to **ON**, Channel 10 in the drum module will use General MIDI percussion sounds.
    - When set to **OFF**, Channel 10 in the drum module will use the module's internal drum sounds.
3. Use the **-** and **+** buttons to adjust the value.

### To record to recording software (DAW):

1. Use a USB cable (sold separately) to connect to the USB port on the module's rear panel to an available USB port on your computer.
2. Open DAW software and set the active instrument or MIDI track to Channel 10, and start recording.

**Note:** Be sure to have an instrument plugin (like BFD player) inserted into the instrument track or MIDI track.

3. Start recording in your DAW.
4. Play your Nitro Max kit!
5. Stop recording in your DAW. Your performance has been recorded.

**To use BFD player as a standalone drum module:**

1. Use a USB cable (sold separately) to connect to the USB port on the module's rear panel to an available USB port on your computer.
2. Install BFD Player and any associated Expansion Packs.
3. Open your BFD Player software.
4. Select the **Cog icon** (Settings) in the bottom left corner of BFD Player.
5. In the **Audio** section, select your Sample Rate, Buffer Size, and Output. Be sure that your headphones are connected to whatever audio source you have selected, such as your laptop's headphone output or audio interface's output.

**Important:** Audio from BFD Player will not be sent out of the Nitro Max's headphone output.

6. In **MIDI Input Device**, select "Alesis Nitro Max".
7. Close the settings window.
8. In the left side of the BFD Player's window, select the expansion pack kit you would like to use.
9. Play your Nitro Max Kit and enjoy!

## (4.5) Connecting to a Bluetooth® Device

1. Press and release the **Power** button to power on the Nitro Max drum module. When no Bluetooth device is connected, the Bluetooth button LED will be off.
2. Press the **Bluetooth button** to enter pairing mode. The Bluetooth button LED will flash.
3. Navigate to your device's Bluetooth settings and select Alesis Nitro Max. Once your device has been paired, the Bluetooth button LED will be fully lit.

**Note:** If the Bluetooth button is pressed again, pairing mode will be canceled, and the LED will return to the previous state (paired with the previous device or no device).

To disconnect a paired device, press and hold the **Bluetooth** button again.

POWER



Press and release



Press



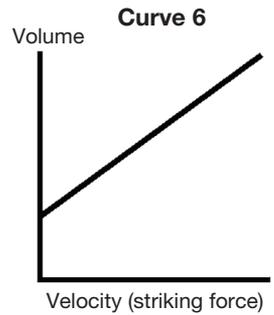
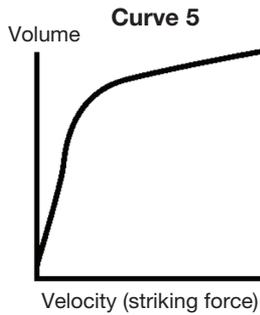
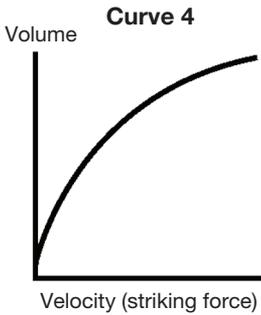
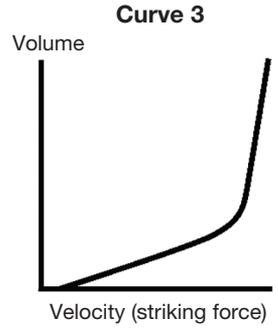
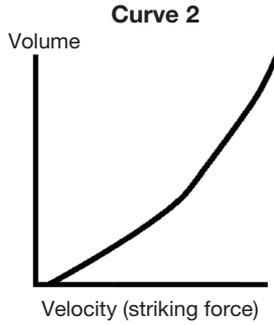
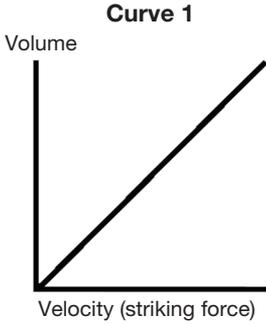
Flashing LED = Pairing mode



Solid LED = Paired

## (5.0) Appendix

### (5.1) Velocity Curves



## (5.2) Pad MIDI Note Numbers

Trigger	MIDI Note Number
Kick	36
Snare	38
Snare Rim	40
Tom 1	48
Tom 1 Rim	50
Tom 2	45
Tom 2 Rim	47
Tom 3	43
Tom 3 Rim	58
Tom 4	41
Tom 4 Rim	39

Trigger	MIDI Note Number
Ride	51
Crash 1	49
Crash 2	57
Hi-Hat Open	46
Hi-Hat Half-Open	23
Hi-Hat Closed	42
Hi-Hat Pedal	44
HH Splash	21

### (5.3) Kits

1	Deep Rock	17	Room
2	Tight Pop	18	Rock
3	Roomy Rock	19	Pop Rock
4	Phat Pop	20	Jazz
5	Tight Rock	21	Jazz Brush
6	Garage	22	Timpani
7	Studio Rock	23	Songo
8	Power Pop	24	1971's
9	Acoustic 1	25	Latin
10	Standard 1	26	Disco
11	Standard 2	27	TR606
12	Funk 1	28	909
13	Funk 2	29	Hip Hop
14	Fusion	30	Electron 1
15	Camco	31	Electron 2
16	Brush	32	Techno 1
33 - 48	User Kits		

## (5.4) Sounds

1	Grch Kick	29	1976 Kick	57	Snr Snare 2 Rimshot
2	Snr Kick	30	Pwrbd Kick	58	Acro Snare Head
3	Copper Kick	31	R&B Kick	59	Acro Snare Rim
4	Mpx Kick	32	Voice Kick	60	Snr Snare 2 Head
5	Standard Kick 1	33	Acoust Kick	61	Snr Snare 2 Rim
6	Standard Kick 2	34	Orchestra Kick	62	Mpx Snare Head
7	Classic Kick 1	35	House Kick 1	63	Mpx Snare Rim
8	Classic Kick 2	36	House Kick 2	64	Standard Snare
9	Rock Kick 1	37	House Kick 3	65	Standard Snare Rim
10	Rock Kick 2	38	House Kick 4	66	Classic Snare 1
11	Rock Kick 3	39	Step Kick	67	Classic Snare Rim 1
12	Room Kick 1	40	Teckno Kick	68	Classic Snare 2
13	Room Kick 2	41	Drum Bass Kick	69	Classic Snare Rim 2
14	Jazz Kick 1	42	Junkyard Kick	70	Acoustic Snare
15	Jazz Kick 2	43	Noise Kick	71	Acoustic Snare Rim
16	Big Band Kick 1	44	Industry Kick	72	Rock Snare 1
17	Big Band Kick 2	45	Lowfi Kick	73	Rock Snare Rim 1
18	Camco Kick 1	46	Disco Kick	74	Rock Snare 2
19	Camco Kick 2	47	808 Kick	75	Rock Snare 3
20	Funk Kick 1	48	909 Kick	76	Room Snare 1
21	Funk Kick 2	49	Electron Kick 1	77	Room Snare 2
22	Funk Kick 3	50	Electron Kick 2	78	Room Snare 3
23	HipHop Kick 1	51	Electron Kick 3	79	Steel Snare
24	HipHop Kick 2	52	Electron Kick 4	80	Steel Snare Rim
25	HipHop Kick 3	53	Electron Kick 5	81	Jazz Snare 1
26	HipHop Kick 4	54	Electron Kick 6	82	Jazz Snare Rim 1
27	1969 Kick	55	Electron Kick 7	83	Jazz Snare 2
28	1971 Kick	56	Snr Snare 1 Head	84	Jazz Snare Rim 2

85	Jazz Latin Snare	114	808 Snare	143	Classic Tom 1
86	Big Band Snare	115	909 Snare	144	Classic Tom 2
87	Camco Snare	116	Drum Bass Snare 1	145	Classic Tom 3
88	Camco Snare Rim	117	Drum Bass Snare 2	146	Classic Tom 4
89	Brush Snare 1	118	TR606 Snare	147	Classic Tom 5
90	Brush Snare 2	119	Electronic Snare 1	148	Classic Tom 6
91	Brush Snare Rim	120	Electronic Snare 2	149	Standard Tom 1
92	Funk Snare 1	121	Electronic Snare 3	150	Standard Tom 2
93	Funk Stick	122	Electronic Snare 4	151	Standard Tom 3
94	Funk Band Snare	123	Electronic Snare 5	152	Standard Tom 4
95	Funk Band Snare Rim	124	Electronic Snare 6	153	Standard Tom 5
96	Funk Band Snare Stick	125	Electronic Snare 7	154	Standard Tom 6
97	Fusion Snare	126	Electronic Snare 8	155	Camco Tom 1
98	Fusion Snare Stick	127	AF Tom 1	156	Camco Tom 2
99	Snare Stick	128	AF Tom 2	157	Camco Tom 3
100	Pwrbd Snare	129	AF Tom 3	158	Camco Tom 4
101	HipHop Snare 1	130	AF Tom 4	159	Camco Tom 5
102	HipHop Snare 2	131	Roto Tom 1	160	Camco Tom 6
103	1969 Snare	132	Roto Tom 2	161	Rock Tom 1
104	1969 Snare Rim	133	Roto Tom 3	162	Rock Tom 2
105	1971 Snare	134	Roto Tom 4	163	Rock Tom 3
106	1971 Snare Rim	135	Copper Tom 1	164	Rock Tom 4
107	1976 Snare	136	Copper Tom 2	165	Rock Tom 5
108	1976 Snare Rim	137	Copper Tom 3	166	Rock Tom 6
109	House Snare 1	138	Copper Tom 4	167	Room Tom 1
110	House Snare 2	139	Mpx Tom 1	168	Room Tom 2
111	House Snare 3	140	Mpx Tom 2	169	Room Tom 3
112	Teckno Snare 1	141	Mpx Tom 3	170	Room Tom 4
113	Teckno Snare 2	142	Mpx Tom 4	171	Room Tom 5

172	Room Tom 6	201	HipHop Tom 5	230	808 Tom 2
173	Funk Tom 1	202	HipHop Tom 6	231	808 Tom 3
174	Funk Tom 2	203	Jazz Tom 1	232	808 Tom 4
175	Funk Tom 3	204	Jazz Tom 2	233	808 Tom 5
176	Funk Tom 4	205	Jazz Tom 3	234	808 Tom 6
177	Funk Tom 5	206	Jazz Tom 4	235	Electronic Tom 1
178	Funk Tom 6	207	Jazz Tom 5	236	Electronic Tom 2
179	Fusion Tom 1	208	Jazz Tom 6	237	Electronic Tom 3
180	Fusion Tom 2	209	Brush Tom 1	238	Electronic Tom 4
181	Fusion Tom 3	210	Brush Tom 2	239	Electronic Tom 5
182	Fusion Tom 4	211	Brush Tom 3	240	Electronic Tom 6
183	Fusion Tom 5	212	Brush Tom 4	241	909 Tom 1
184	Fusion Tom 6	213	Brush Tom 5	242	909 Tom 2
185	1969 Tom 1	214	Brush Tom 6	243	909 Tom 3
186	1969 Tom 2	215	Tom Rim 1	244	909 Tom 4
187	1969 Tom 3	216	Tom Rim 2	245	Sab Ride 1
188	1969 Tom 4	217	Tom Rim 3	246	Pst Ride 1
189	1971 Tom 1	218	Tom Rim 4	247	Zil Ride 1
190	1971 Tom 2	219	Timpani 1	248	Zil Ride 2
191	1971 Tom 3	220	Timpani 2	249	Classic Ride
192	1971 Tom 4	221	Timpani 3	250	Acoustic Ride
193	1976 Tom 1	222	Timpani 4	251	Standard 22" Ride
194	1976 Tom 2	223	TR606 Tom 1	252	Brush Ride
195	1976 Tom 3	224	TR606 Tom 2	253	Rock Ride
196	1976 Tom 4	225	TR606 Tom 3	254	Clean Pop Ride
197	HipHop Tom 1	226	TR606 Tom 4	255	Flat Ride
198	HipHop Tom 2	227	TR606 Tom 5	256	60's Ride
199	HipHop Tom 3	228	TR606 Tom 6	257	808 Ride
200	HipHop Tom 4	229	808 Tom 1	258	Classic Crash 1

259	Classic Crash 2	287	House HH Open	315	Electronic HH Pad
260	Standard Crash 1	288	Sab HH HF Open	316	808 HH Pad
261	Standard Crash 2	289	Zil KNB HH HF Open	317	House HH Pad
262	Standard Crash 3	290	Zil Big HH HF Open	318	Sab HH Splash
263	Rock Crash 1	291	Pst HH HF Open	319	Zil KNB HH Splash
264	Rock Crash 2	292	Standard HF Open	320	Zil Big HH Splash
265	Splash	293	Pop HF Open	321	Pst HH Splash
266	Mnl Crash 1	294	Rock HF Open	322	Standard HH Splash
267	Zil Crash 1	295	Jazz HF Open	323	Rock HH Splash
268	Pst Crash 1	296	Sab HH Close	324	Metronome Bell
269	Sab China	297	Zil KNB HH Close	325	Metronome Click
270	Brush Crash	298	Zil Big HH Close	326	Scratch
271	China	299	Pst HH Close	327	Scratch Push
272	Orchestra Crash	300	Standard HH Close	328	DJ FX
273	HipHop Crash	301	Pop HH Close	329	HiQ Zap
274	808 Crash	302	Rock HH Close	330	Ding Bell
275	606 Crash	303	Jazz HH Close	331	Finger Snaps
276	Electronic Crash	304	Electronic HH Close	332	Standard Clap
277	Sab HH Open	305	808 HH Close	333	Tambourine
278	Zil KNB HH Open	306	House HH Close	334	Vibraslap
279	Zil Big HH Open	307	Sab HH Pad	335	Agogo Low
280	Pst HH Open	308	Zil KNB HH Pad	336	Agogo High
281	Standard HH Open	309	Zil Big HH Pad	337	Bell Tree
282	Pop HH Open	310	Pst HH Pad	338	Bongo High
283	Rock HH Open	311	Standard HH Pad	339	Bongo Low
284	Jazz HH Open	312	Pop HH Pad	340	Shaker
285	Electronic HH Open	313	Rock HH Pad	341	Conga Slap High
286	808 HH Open	314	Jazz HH Pad	342	Conga Slap Mid

343	Conga Low	372	Cowbell 1	401	Mang Luo 1
344	Open Conga	373	Cowbell 2	402	Mang Luo 2
345	Conga Slap	374	Cowbell 3	403	Mang Luo 3
346	Cowbell	375	Cowbell 4	404	Da Luo 1
347	Timbale Hi	376	Cowbell 5	405	Da Luo 2
348	Timbale Low	377	Cowbell 6	406	Da Po 1
349	Timpani High	378	Cowbell 7	407	Da Po 2
350	Timpani Low	379	Cowbell 8	408	Xiao Po
351	Open Tabla High	380	Cowbell 9	409	Xiao Luo
352	Open Tabla Low	381	Cowbell 10	410	Tenluo
353	Slap Tabla	382	Cowbell 11	411	Peng Lin
354	Mute Tabla Slap	383	Tabla 1	412	Dog Luo
355	Cabasa	384	Tabla 2	413	DJ 001
356	Maracas	385	Tabla 3	414	DJ 002
357	Short Whistle	386	Tabla 4	415	DJ 003
358	Guiro Short	387	Tabla 5	416	DJ 004
359	Guiro Long	388	Tabla 6	417	DJ 005
360	Claves	389	Da Gu 1	418	DJ 006
361	Woodblock	390	Da Gu 2	419	DJ 007
362	Cuica Muted	391	Zhu Ban	420	DJ 008
363	Cuica Open	392	Nan Bang	421	DJ 009
364	Triangle Muted	393	Da Mu Yu	422	DJ 010
365	Triangle Open	394	Mu Yu 1	423	One
366	Sleigh Bells	395	Mu Yu 2	424	Two
367	Wind Chimes	396	Mu Yu 3	425	Three
368	Castanets	397	Mu Yu 4	426	Four
369	Surdo Muted	398	Pai Gu 1	427	Five
370	Surdo Open	399	Pai Gu 2	428	Six
371	Lotus Drum	400	Pai Gu 3	429	Seven

430	Eight
431	Nine
432	Metronome Bell
433	Metronome Click
434	Clave Click 1
435	Clave Click 2
436	Stick Click 1
437	Stick Click 2
438	Cow Click 1
439	Cow Click 2
440	Fm Click 1
441	Fm Click 2

## (5.5) Technical Specifications

<b>Maximum Polyphony</b>	64
<b>Drum Kits</b>	32 Factory kits / 16 User kits
<b>Instruments</b>	441 (drums, cymbal, percussion, SFX)
<b>Effects</b>	Reverb, 3-band equalizer
<b>Sequencer</b>	<p><b>Normal Mode:</b> 80 songs</p> <p><b>Learning Mode:</b> 20 beats, 12 rhythms, 10 patterns</p> <p><b>Resolution:</b> 120 ticks per quarter note</p> <p><b>Maximum Note Storage:</b> approximately 1600 notes</p>
<b>Tempo</b>	30 - 280 BPM
<b>Display</b>	Backlit segment LCD
<b>Connectors</b>	<p>10-trigger 25-pin connector snake cable input</p> <p>1/8" (3.5 mm) stereo Headphone output</p> <p>1/8" (3.5 mm) stereo Auxiliary input</p> <p>(2) 1/4" (6.35 mm) TRS trigger inputs: Tom 4 &amp; Crash 2</p> <p>1/4" (6.35 mm) TRS stereo Audio output</p> <p>USB-B port</p>
<b>Bluetooth</b>	<p><b>Bluetooth Version:</b> 5.0/4.2</p> <p><b>Bluetooth Profile:</b> A2DP</p> <p><b>Bluetooth Range:</b> 33 ft. (10 meters)</p> <p><b>Frequency Bands:</b> 2400 - 2483.5 MHz</p> <p><b>Maximum Radio-Frequency Power:</b> ≤20 dBm (EIRP)</p>
<b>Power</b>	9V DC, 500 mA; center-positive
<b>Dimensions</b> (height x width x depth)	<p>12.12" x 36.12" x 21"</p> <p>308 mm x 917 mm x 533 mm</p>
<b>Weight</b>	<p>31.97 lbs.</p> <p>14.5 kgs</p>

Specifications are subject to change without notice.

## (5.6) Trademarks & Licenses

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