

# ***LEKATO***

**DRUM PAD SAMPLER**  
USER MANUAL V1.00

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## **IMPORTANT NOTES!**

### **Power supply**

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adapter will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

### **Placement**

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/ or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

### **Maintenance**

- For everyday cleaning, wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

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### **Additional Notes**

- Please be aware that the unit's memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit.
  - Please take care when using the unit's buttons or other controls, and when using its jacks and connectors. Rough handling can lead to malfunctions.
  - Never strike or apply strong pressure to the display.
  - When connecting/disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
  - To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
  - Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.
  - When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
  - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear.
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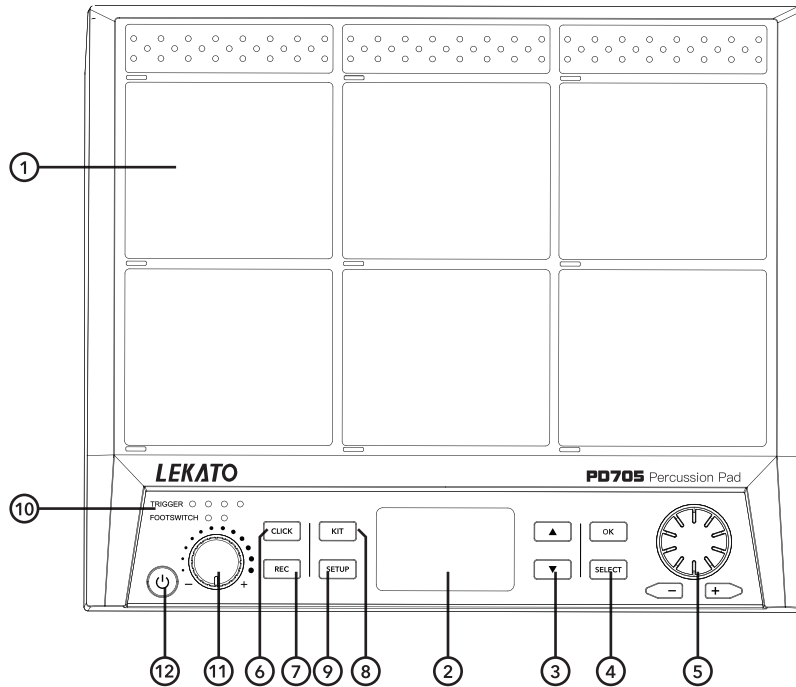
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## TOP PANEL



### 1. DRUM PADS

Percussive pads which trigger sounds or MIDI when hit with a drumstick. When struck, the pads corresponding LED will illuminate. Each pad has an individual LED number which will be shown within the menu when editing certain settings.

### 2. LCD SCREEN

Displays information, menus and current parameters of the UNIT. Changes made by using the [+]/[-] buttons and SCROLL WHEEL appear on this screen.

### 3. UP/DOWN BUTTONS

Used to navigate menus visible on the LCD screen.

### 4. OK/SELECT BUTTONS

OK confirms selections made in the menus, the [SELECT] button cycles through options in the menu.

### 5. SCROLL WHEEL/+/- BUTTONS

Use to quickly increase and decrease values as well as to scroll through multiple selections.

### 6. CLICK BUTTON

Pressing the [CLICK] button activates the metronome and takes you to the CLICK menu. In the SETUP menu you can access the SoundGroup, Beat, Rhythm and Pan submenus.

### 7. REC BUTTON

Activates the RECORD mode within the UNIT.

### 8. KIT BUTTON

Used to access the KIT menu, which allows you to adjust and select different preset kits. You can access the submenus using the [UP] and [DOWN] buttons. Pressing this button gives you access to the Home, Wave, Loop, Effect, ADV, ADV2 and KITCH submenus.

### 9. SETUP BUTTON

Allows you access to the MIDI, PAD, Trigger, Display, Version, Reset and Update submenus.

### 10. TRIGGER/FOOTSWITCH LED INDICATORS

Illuminates when external triggers and footswitches are used, they are connected via the inputs on the rear panel of the UNIT.

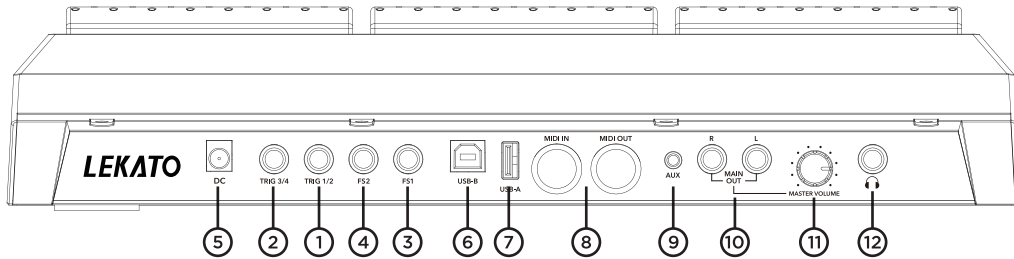
## 11. HEADPHONE VOLUME WHEEL

Use the wheel to increase or decrease headphone output volume. Master Output levels are controlled on the back of the UNIT. It is recommended to have the volume set to its lowest point when you turn on the UNIT to protect hearing and headphones.

## 12. POWER BUTTON

Turns the UNIT on and off. Press to turn on, hold for five seconds and release to power off.

# REAR PANEL



## 1. TRIG 1/2

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received the left-most trigger lights will illuminate when hit.



## 2. TRIG 3/4

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received the right-most trigger lights will illuminate when hit.



## 3. FS1

Used for connecting a footswitch trigger. By default, it assumes this will be a hi-hat pedal. The left footswitch light will illuminate when played.



## 4. FS2

Used for connecting a footswitch trigger. By default, it assumes this will be a kick drum sound. The right footswitch light will illuminate when played.



## 5. DC INPUT

Used to connect to mains power. Only use the included PSU.

## 6. USB-B

USB B connecting port, used for connecting to computer for USB MIDI.

## 7. USB-A

USB A connection, used to connect memory stick for updates as well as importing and exporting your own sound files and preset kits.

## 8. MIDI IN/OUT

Used for connecting 5-pin MIDI cable to send information either from or to the unit.

## 9. AUX

Used for connecting an auxiliary sound source to the UNIT via a 1/8" Stereo Jack cable (available separately), ideal for connecting an MP3 player or laptop. Volume must be controlled via the sound source.

## 10. MAIN OUT L/R

Main output jacks of the UNIT. Connect via 1/4" mono jack cables to your mixer, interface or amplifier. When using one jack cable (for mono output), insert your jack cable into L/MONO output. Connecting two jack cables sends separate left and right audio signals down each cable, giving you stereo output.

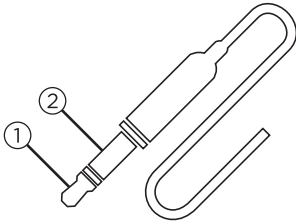
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## 11. MASTER VOLUME

Controls the main output volume for the UNIT.

### Important notes

1/4" TS phone plug  
(mono, unbalanced)

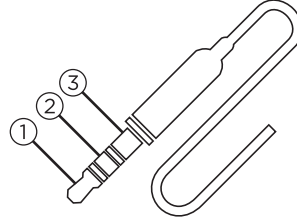


1. Signal
2. Ground, shielding

## 12. HEADPHONES

1/4" output jack for connecting headphones, control output level with VOLUME WHEEL on the front panel.

Three-pole 1/8" mini phone jack  
(stereo, unbalanced)

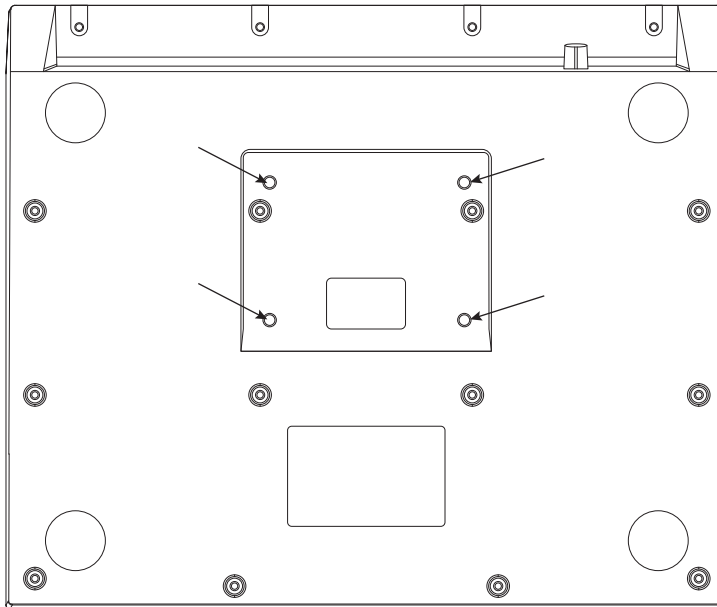


1. Signal (left)
2. Signal (right)
3. Ground, shielding

### Note:

1. Use the audio cable correctly; otherwise, the device may fail to work properly.
2. This product does not have a sound equipment, requires to connect external audio equipment such as amplifier, loudspeaker, earphone, etc.
3. The instructions in the manual and the contents on the screen may be different from the actual ones because your device may be using a more advanced version of the system.

## BOTTOM PANEL



The UNIT can be played flat on desktop or placed on most common snare drum stands. A clamp and stand made specifically for the UNIT is available to purchase at the website.

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## QUICK USE

To prevent damage to your hearing, speakers and other audio equipment, reduce the volume and have the power off before connecting to any other equipment. Please make sure you are using the headphone output for headphones and the main output when connecting to amplifiers or mixers.

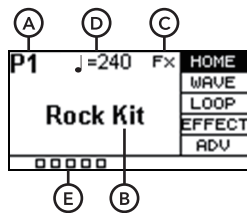
## MAKE A PERFORMANCE

Connect any devices to the UNIT according to the descriptions on the rear panel. (Ref page 2)  
Turn on the UNIT. When the [KIT] button indicator is on, the unit is in drum kit mode and ready to play. Use drumsticks to hit any of the 9 drum pads to make a sound.

## MODE

Use [UP]/[DOWN] to navigate the menus on the LCD screen.  
Use the SCROLL WHEEL or [+]/[-] buttons to change value.

## HOME



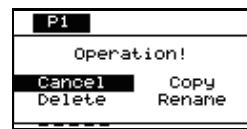
- A. Shows P1-30, which is one of the 30 preset kits.  
C1-20 are user kits imported via USB memory stick.
- B. Displays the name of the currently active preset.
- C. If you have FX in use, the FX symbol will show in the top right.
- D. The musical note symbol displays what tempo the metronome is set to.
- E. The squares displayed at the bottom left of the screen show how hard you are hitting a pad. One light illuminated = soft hit. All the lights illuminated = hard hit.

Use the SCROLL WHEEL or [+]/[-] buttons to select a preset.

Pressing [OK] gives you access to all presetkits in list format.



When in list view, press [SELECT]. This allows you to copy, delete or rename the preset.



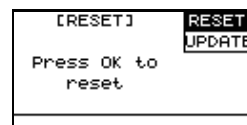
Leave this menu by selecting cancel or pressing [KIT] again.

### NOTE:

You can only delete user imported preset kits, you cannot delete default kits.

## RESET

Used to restore to factory settings. Press [OK] to initiate this process, the UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.



### NOTE:

If any of the drum pads do not work correctly due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.



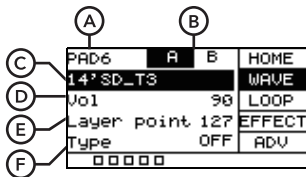
## UPDATE

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you can download the dpupdate.bin file or consult the seller, add this to the root directory of your memory stick. Then press [OK] when the update field is highlighted. The firmware will be installed and the UNIT will restart.



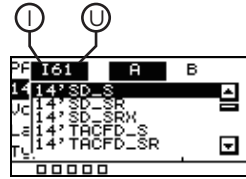
## WAVE

Gives you the ability to adjust individual samples within a preset. Hit a PAD to select it and begin editing. Press [SELECT] to scroll through the different submenus and press [OK] to save.



- A. Shows which pad is being edited.
- B. Hitting the pad to select layer A or layer B for editing. Please note when Type is OFF, there will be no B-layer sound. Please adjust the Type and Layer point before editing the sounds of layer B.
- C. Shows the sound name the pad is linked to. (You can use the SCROLL WHEEL or [+]/[-] buttons to change this to a different sound. Press [OK] to confirm the change.) Hitting the pad to select layer A or layer B for editing. Please note when Type is OFF, there will be no B-layer sound.

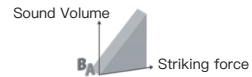
The preset sound starts with "I" and the user sound starts with "U".



- D. This is used to control the output volumes of the sound.
- E. When the pad is set to have both sample A and sample B, any hit louder than this setting (0-127) will play sample B. For example, any hits below 50 it will play sample A, any hits above play it will play sample B.
- F. Allows you to choose between OFF, MIX, SWITCH and FADE.

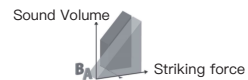
### OFF

Only play sample A, sample B will be displayed as "/".



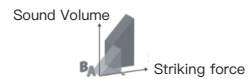
### MIX

When the layer point threshold is met, sample B will be blended in with sample A.



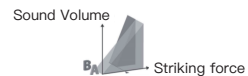
### SWITCH

When the layer point threshold is met, sample B will take the place of sample A.



### FADE

When the layer point threshold is met, sample B will play as well as sample A.



## LOOP

Adjust built-in and user recorded loops within the UNIT.

(E)	PAD1 [P1]	HOME
(A)	Kit	Rock Kit
(B)	Midi	Ballad
(C)	Speed	101
(D)	Volume	24
		□□□□

### A. Kit

The name of the preset kit sound being used by the MIDI.

### B. Midi

Name of MIDI pattern or loop select. Press [OK] to play and press again to pause.

### C. Speed

Controls the playback tempo of the loop, from 20 - 240 bpm.

### D. Volume

Controls the overall volume of the loop.

### E. PAD+number

You can select a pad to play a MIDI loop once hit. Hit the pad you want to select (be sure the cursor is displaying PAD+ number), then press [OK], You will see a \* that indicates this pad will trigger a loop rather than play sound. Pressing [OK] again will revert the pad to its original state. Only one pad can be selected for one preset to play MIDI.

## EFFECT

Allows you to have control over the master effects on the UNIT. Each drum kit can be set up with different effects.

Use [SELECT] to scroll between Fx Send, EQ, Reverb and Limit.

(A)	PAD6	HOME
(B)	Fx Send	64
(C)	EQ	OFF
(D)	Reverb	OFF
	Limit	OFF
		□□□□

### A. FX Send

Controls the signal that goes from the pad to the FX channel. The value ranges from 0-127. A low value will have some of the effect blended in. A high value will affect the sound entirely.

### B. EQ

Disable or Engage the EQ. A built-in 3-band EQ which can shape the overall sound of the preset.

#### HIGH

Adjust the treble frequencies +/- 12dB.

#### MID

Adjust the mid-range frequencies +/- 12dB.

#### LOW

Adjust the bass frequencies +/- 12dB.

### C. Reverb

Disable or Engage the Reverb. Built-in Reverb Providing ambience for the preset.

#### TYPE

Choose between room, stage and studio.

### D. Limit

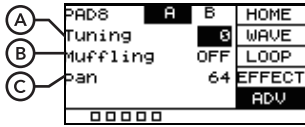
Disable or Engage the Limiter feature. Built-in limiting feature.

#### THRESHOLD

When set to 0, input and output are the same, when set to -12 the output is ¼ of the maximum output.

## ADV

Gives you access to advanced editing features.



### A. Tuning

Tune a sample up or down, the range is +/- 12.

### B. Muffling

Adjusts the amount of muffling effect on an individual sample. The range is 1-4. This only works on some of the sounds.

### C. Pan

Controls the pan of output, 0 =Fully Left, 64 = Centre, 127 Fully Right.

## ADV2

Gives you access to advanced editing features.



### A. Mute Group

Build a Mute Group from 1 - 9. Hitting a pad then hitting another pad from the Mute Group will mute the first pad, ensuring there is no crossover.

### B. PAD Mode

Changes the behaviour of a pad.

#### Normal

Normal plays the sound of the pad once.

#### Switch

Switch starts the sound when hit the first time, you hit again to stop the sound. Ideal for backing tracks and other sound effects.

#### Loop\*2,4,8

Repeats the loop the same amount of times shown on the option. For example, Loop\*4 will loop a sound 4 times.

#### Infinite

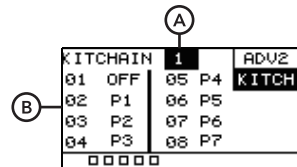
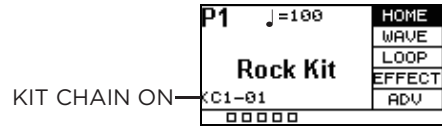
Repeats the loop continuously.

### C. Linked PAD

Link the sound of another pad with this pad. Allows you to trigger two pads at the same time.

## KITCH

Used for creating a custom order of drum presets according to your preferences. The UNIT can support 5 kit chains, allowing you to have 8 different kits in each KIT CHAIN. After it has been activated it will be shown in the home screen.



### A. KITCHAIN

Used to select which KIT CHAIN you are editing. Select between 1-5 or OFF. Selecting OFF will disable all kit chains and the presets will be in their original order.

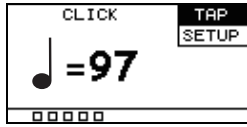
### B. 01-08

Selects which order the preset kit will go in, 01 is first - 08 is last. Once highlighted you can choose which preset you want using the [+]/[-] button or SCROLL WHEEL.

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## CLICK MODE

Press the [CLICK] button to activate the metronome, hold for two seconds to enter into the CLICK menu.



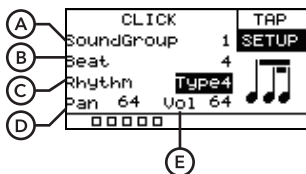
## TAP

There are two ways to adjust the tempo (from 20 - 240 bpm).

- A. Use the SCROLL WHEEL or [+] / [-] buttons to adjust the tempo.
- B. Tap any pad more than one time, the tempo will be displayed on the TAP screen.

## SETUP

Allows you to adjust the SoundGroup, Beat, Rhythm, Pan and Volume.



### A. SoundGroup

Controls the sound of the metronome, there are 5 built into the unit.

### B. Beat

Controls the number of clicks per measure, select from 1 - 16.

### C. Rhythm

7 different click patterns are available.

- 1. ♩
- 2. ♪♪
- 3. ♪♪♪
- 4. ♪♪
- 5. ♪♪
- 6. ♪♪<sup>3</sup>
- 7. ♪♪

### D. Pan

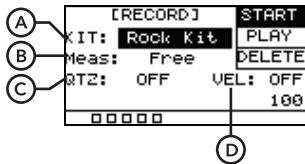
Controls the pan of the metronome output, 0 = Fully Left, 64 = Centre, 127 = Fully Right.

### E. Vol

Controls the metronome volume.

## RECORD MODE

Allows you to record MIDI patterns within the UNIT. Pressing the [REC] button once will display the following menu. The value in the lower right corner is the tempo of the metronome. It is recommended to go to the [CLICK] button to set the metronome tempo and beat before recording.



### A. KIT

This drum kit is used as the sound department when playing the recorded MIDI.

### B. Meas

The number of Measures that will be recorded.

Value: Free/\*1/\*2/\*4/\*8/\*16

### C. QTZ

Quantize note. Automatically corrects the beats as the setting value. This allows you to get cleaner performances without the tiny time discrepancies felt in natural performances.

Value: OFF, 1/4, 1/8, 3/8, 1/16, 3/16, 1/32, 1/64

### D. VEL

Quantize velocity. Automatically corrects the velocity of your recording as the setting value. If set OFF, that means quantize velocity is off and it will record your playing velocity as normal.

Value: OFF, 0-127

## START

Press the [REC] button again so the RECORD icon is flashing, the UNIT is now in RECORD MODE and will capture the next notes played. The metronome will automatically turn on, you can disengage it using the [CLICK] button.



## STOP

When you are finished press the [REC] button again, the RECORD icon will stop flashing. The UNIT is now in STOP mode and will stop capturing your performance.



### NOTE:

1. The maximum amount of hits able to be recorded is 5000, the recording feature will automatically stop after that.
2. If you immediately start to record a new performance without saving, the original will be deleted.
3. If you change to a different function instead of saving the recording will be deleted.

### B. Meas

The number of Meas that will be recorded.  
Value: Free/\*1/\*2/\*4/\*8/\*16

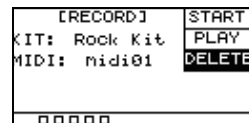
## PLAY

Press [OK] to play and press again to pause.



## DELETE

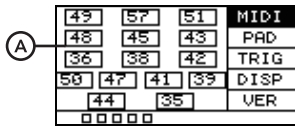
Press [OK] to delete the MIDI .



## SETUP BUTTON SUBMENUS

### MIDI

Displays a MIDI number for each pad. Hit a pad and the corresponding MIDI number will be highlighted. Once the desired pad has been hit you can edit the MIDI value using the [+] / [-] or SCROLL WHEEL.



### A. Keymap

PAD	Note NO.
PAD 1	49(C#3)
PAD 2	57(A3)
PAD 3	51(D#3)
PAD 4	48(C3)
PAD 5	45(A2)
PAD 6	43(G2)
PAD 7	36(C2)
PAD 8	38(D2)
PAD 9	42(F#2)
Trig 1	22(A#0)
Trig 2	24(C1)
Trig 3	41(f2)
Trig 4	39(D#2)
FootSwitch 1	44(G#2)
FootSwitch 2	35(B1)

## MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16, OFF	Memorized
Mode	Mode 3	Mode 3	
Note Number	0-127, OFF	0-127, OFF	Memorized
Velocity	Note On Note Off	<input type="radio"/> 99H, v = 1-127 <input type="radio"/> 89H, v = 0	
After Touch	X	X	
Pitch Bend	X	X	
Control	X	X	
Program Change : True Number	X	<input type="radio"/> 0-127	
System Exclusive	<input type="radio"/>	<input type="radio"/>	
System Common			
: Song Position	X	X	
: Song Select	X	X	
: Tune Request	X	X	
System Real Time			
: Clock	X	X	
: Commands	X	X	
Aux Message			
: All Sound Off	X	X	
: Reset All Controllers	X	X	
: Local On/Off	X	X	
: All Notes Off	X	X	
: Active Sensing	<input type="radio"/>	<input type="radio"/>	
: System Reset	X	X	

Mode 3 : OMNI OFF, POLY

O : Yes  
X : No

---

## PAD

Adjusts pad specific parameters.

(A)	PAD6		MIDI
(B)	Mode	OFF	PAD
(C)	Sensitivity	15	TRIG
(D)	Threshold	15	DISP
	VelCurve	linear	VER
		□□□□□	

### A. Mode

Allows you to change the behaviour of PAD 1-9.

#### KIT DEC

Operates as the [-] button of selecting a drum kit.

#### KIT INC

Operates as the [+] button of selecting a drum kit.

#### CLICK

In this mode the pad turns the metronome off or on.

#### MUTE

In this mode, hitting a pad will mute the sounds.

#### OFF

Turn the mode off.

### B. Sensitivity

Changes how sensitive the pad is, adjust from 1-32. 1 is low sensitivity, 32 is most sensitive.

### C. Threshold

Adjusts the minimum threshold for generating a sound from a pad, adjust from 1-32. When set to a high value a gentle hit will not generate a sound.

### D. VelCurve

Sets the way the velocity increases as you hit the pad harder, choose between linear, log, exp and max.

#### linear

The default type of velocity. The sample volume increases evenly as you hit the pad harder.

#### log

The sample volume reaches maximum velocity quicker. Ideal for samples that you want to get to maximum velocity without much dynamic range.

#### exp

The sample reaches maximum velocity slower, ideal for samples that have extra nuance.

#### max

The sample is at the maximum velocity.

## ExtPAD

Menu which allows you to adjust extra pads connected to the UNIT (sold separately). To control an additional footswitch, plug in the footswitch and press it, this will allow you to adjust its settings.

(A)	Fs1		MIDI
(B)	Mode	HHpedal	PAD
(C)	Control PAD	9	TRIG
(D)	Open	50	DISP
	Close	10	VER
		□□□□□	

### A. Mode

Allows you to change the behaviour of footswitch. By default, FS1 will be in HHPedal mode and FS2 will be in KICK mode.

#### HHpedal

In this mode the footswitch will work like a hi-hat pedal.

#### PAD

Used to control whether a pad plays sample A or B. For example, when press the footswitch down, it will play sample A, when you let go of the footswitch it will revert to sample B.

#### KICK

Footswitch will act as a kick drum. When pressed it will play a sample.

#### KIT DEC

Operates as the [-] button of selecting a drum kit. Can be used to change presets via footswitch.

### KIT INC

Operates as the [+] button of selecting a drum kit. Can be used to change presets via footswitch.

### CLICK

In this mode the footswitch turns the metronome off or on.

### MUTE

In this mode pressing on the footswitch will mute the sounds.

## B. Control

Choose the pad 1-9 that the footswitch controls in HH-Pedal or PAD mode.

## C. Open

Adjust the opening position of the Hi-hat. The smaller the value, the easier to open the Hi-hat.  
Value: 10-64

## D. Close

Adjust the closing position of the Hi-hat. The larger the value, the easier to close. The value of the closed position is less than or equal to the value of it open.

## TRIG

When you connect an external trigger, you can choose the trigger type. Single or dual zone. Selecting the correct model and type can make it much easier to get the trigger dialed in.

(A)	Fs1		MIDI
(B)	Type	PDL-HH191	PAD
(C)	Trig1/2	Dual	TRIG
	Trig3/4	Dual	DISP
			VER
			□□□□□

### A. Type

Scroll through the six options listed. Choose the type that is closest to your trigger pad.

NAME	DESCRIPTION
DRM16208	8" rubber drum pad
DRM18107	7.5" rubber drum pad
DRM19106	7.5" single trigger Mesh drum
BAS18103	2.5" rubber kick drum
BAS19107	7.5" rubber kick drum
CBL17110ST	Single trigger cymbal

### B. Trig1/2

Choose between single and dual trigger for the external pad plugged into Trig 1/2.

### C. Trig3/4

Choose between single and dual trigger for the external pad plugged into Trig 3/4.

## DISP

Allows you to set the LCD Contrast and disable the LEDs.

(A)	[setup]	MIDI
(B)	CD Contrast 10	PAD
	LED Type type1	TRIG
		DISP
		VER
		□□□□□

### A. LCD Contrast

Sets the contrast of the LCD screen. You have the option of 0-20.

### B. LED Type

#### off

Turns the LEDs which illuminate when you hit a pad on or off.

#### type1

When playing, the LEDs illuminates for 0.5s and then turns off.

#### type2

The LEDs go on and off while playing.

## VERSION

Shows information relating to the software inside the UNIT.

(A)	[setup]	MIDI	
(B)	SF	SF7.05	PAD
(C)	Firmware	4.01t	TRIG
(D)	Syn Ver	syn3.04	DISP
	Detect	ED0.12	VER
			□□□□□

### A. SF

Version of built-in sounds.

### B. FirmWare

Displays which version of the firmware is installed.



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**C. Syn Ver**

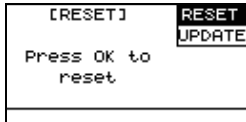
Displays which version of the synthesiser software is installed.

**D. Detect**

Displays which version of the detection algorithm is installed.

**RESET**

This function is used to restore to factory settings. Press [SETUP] and use the DOWN button to scroll down to "Reset". Press [OK] to initiate this process. The UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.



**NOTE:**

If any of the drum pads do not work correctly due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.

**UPDATE**

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you can download the dpupdate.bin file or consult the seller, add this to the root directory of your memory stick. Then press [OK] when the update field is highlighted. The firmware will be installed and the UNIT will restart.



## ADVANCED APPLICATIONS /USB MEMORY STICK

Press and hold [SETUP] and [OK] button together to access the memory stick option menus. From here you can import and export sounds to the UNIT. Please note that only EXFAT/FAT32/FAT formats are supported. If your memory stick is not configured for this, you can format it in the UNIT. The UNIT can only read files in the root menu of your USB stick.

### WAVE

Sounds files you have saved in the root directory of your USB stick will appear here. You need to import them before previewing. (explained in the LOAD section)

U1	WAVE
1ksine	MIDI
500square	LOAD
1.5ksquare	SAVE
1ksine	INFO
500square	
□□□□	

Press [SELECT] to delete a single wave or all the Wave files. Press [OK] to confirm.

U001	WAVE
Delete WAVE?	
Cancel Single	All
□□□□	

### MIDI

A preview of MIDI file data on the UNIT. You can use the SCROLL WHEEL or [+] / [-] buttons to scroll through the MIDI files. The MIDI files on your memory stick will not be shown until you load them.

U1	WAVE
mid102.mid	MIDI
mid103.mid	LOAD
mid104.mid	SAVE
mid105.mid	INFO
□□□□	

You can use [SELECT] to delete a MIDI file on the UNIT.

U1	WAVE
Delete MIDI?	
No	Yes
□□□□	

## LOAD

For importing user sounds, kits and settings into the UNIT.

	[USB] Imem	WAVE
A	Kit	MIDI
B	Setting	LOAD
C	PresetKit	SAVE
D	All	INFO
	□□□□	

#### A. Kit

A.Uploads user sounds, drum kit configurations and MIDI file data.

#### B. Setting

Uploads the pad's setting information.

#### C. PresetKit

Uploads the unit's built- in preset drum kits. Please check our website for further information on this function.

#### D. All

Uploads kits and settings

#### E.

The Icon shows that the memory stick is connected. If the icon is not displayed, then the memory stick was not connected correctly.

#### F. IMEM

Displays the memory usage of the user sounds. You can delete user sounds when you need more space.

There are two ways to importing user sounds, kits and settings into the UNIT.

- You can create a folder exactly named "pad\_wave" in the root directory of the USB stick, and then put your WAVE files in it. Import it to the unit by Kit option under LOAD interface.
- Generate a "pad-content.hppd" file by using the wavemanager software provided at website and put the file in the root directory of the USB stick. Import it to unit by using the corresponding option in the LOAD interface.



Press [ SELECT ] to scroll through the different settings and click [ OK ] to choose between them. Append will import the selected files. Selecting Cancel will cancel the action. Selecting Update will overwrite the previously imported files. Press [ OK ] to confirm.

**NOTE:**

- When importing sounds via USB stick. The wave files must meet the following criteria:
1. All sounds must have a 48K sampling rate, 16 bit, 1 channel.
  2. The wave files that imported can not exceed the memory of pad, the excess sounds can not be downloaded.
  3. The name of the sound is limited to 16 characters.
  4. Can not put MP3, MIDI, can only put wave files.

## EXPORT

This function is for exporting drum kit configurations, user sounds, settings and MIDI data from the UNIT onto a compatible USB memory stick. Scroll through the different settings below and click OK to begin the exporting process.



Pressing [ OK ] will give you a yes or no choice, YES will export the selected files, NO will cancel the action.

**A. Kit**

Exports user sounds, drum kit configurations, and MIDI data

**B. Setting**

Exports all of the pad's settings.

**C. All**

Exports both Setting and Kit data.

**NOTE:**

The built-in preset kit cannot be exported.

## INFO

Displays information relating to the total and remaining storage on your USB stick as well as giving the option to format.



**A. USBMem**

Displays total size of USB memory stick.

**B. U Remain**

Displays remaining storage available on USB memory stick.

**C. Format U-disk**

This function is used to format the USB memory stick. Press [ OK ] and you will be given an option between YES and NO. Highlight the appropriate option and press [ OK ] to confirm. Make sure to back up any import files before formatting.

**D. Defragment Imem**

Memory collation, which will take a long time. Do not power off during operation.

***LEKATO***

[www.lekatodeal.com](http://www.lekatodeal.com)