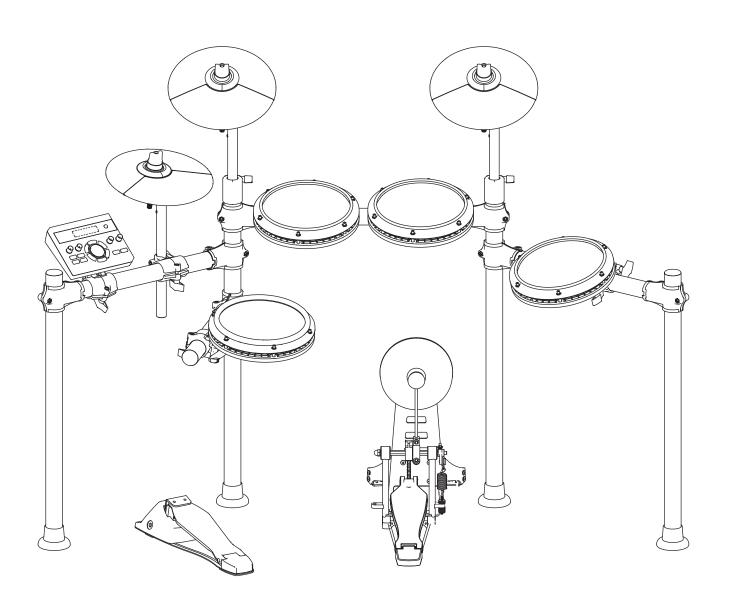
# DED-200 ELECTRONIC DRUM

# **INSTRUCTION MANUAL**

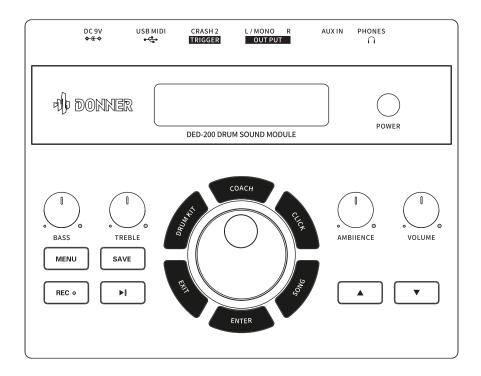


This product is subject to change without notice.

## FUNCTION INTRODUCTION

Thank you for choosing our electronic drum.

◆Please read this manual carefully before using this instrument.



- The maximum number of sounds is 81, with 6 layers.
- Support for grasping cymbal stop soun.
- 31 sets of drums, 450 timbres.
- 50 songs.
- Support the adjustment of drum sensitivity parameters.
- Speed control: 30 ~ 250 beats / min.
- Metronome.
- Other functions: parameter storage and reset.
- LCD display.
- Interface:3.5mm Aux、3.5mm Phone、6.35mm Output、 Midi USB、DC9V、6.35mm Cymbal2.
- Features: 3 coaching functions.

### Note!-

• This product is an electronic electroacoustic musical instrument. It is normal for the speaker or earphone to have a little current sound after power on. Keep away from during use "Radio, television, antenna receiver, router, refrigerator, television, electrical appliances with motor and other RF electrical interference sources"

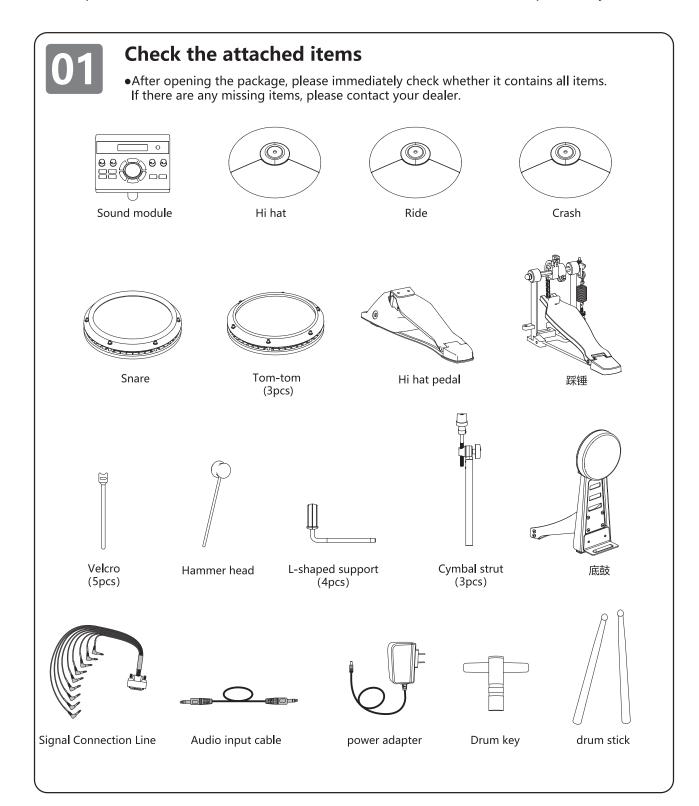


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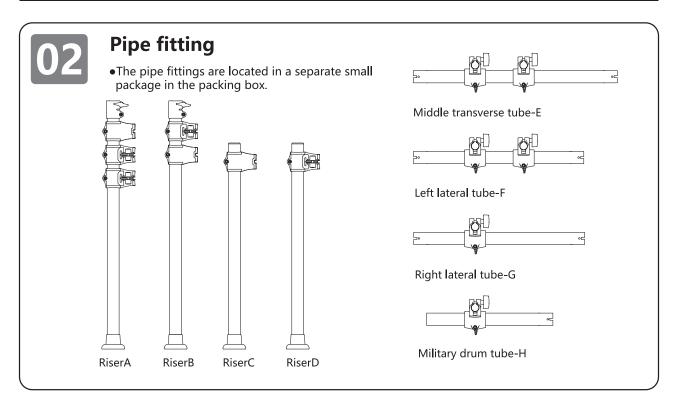


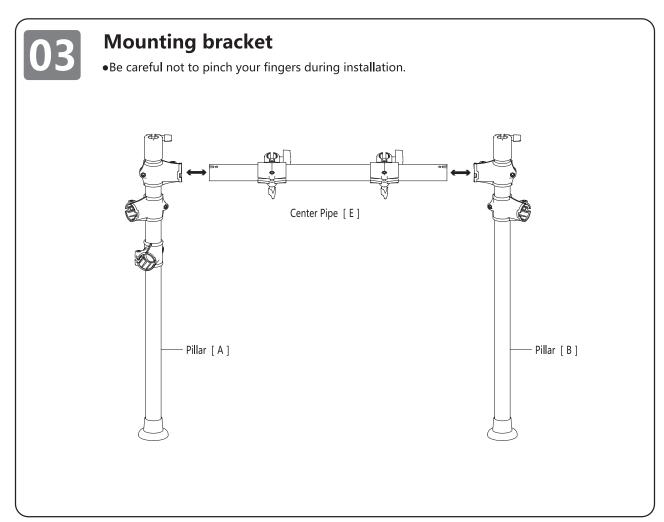
## REMARK!

- Please follow the instructions and read the "safety precautions" in the User Manual carefully before using it.
- This product needs adult to install, do not let the minor install it independently.

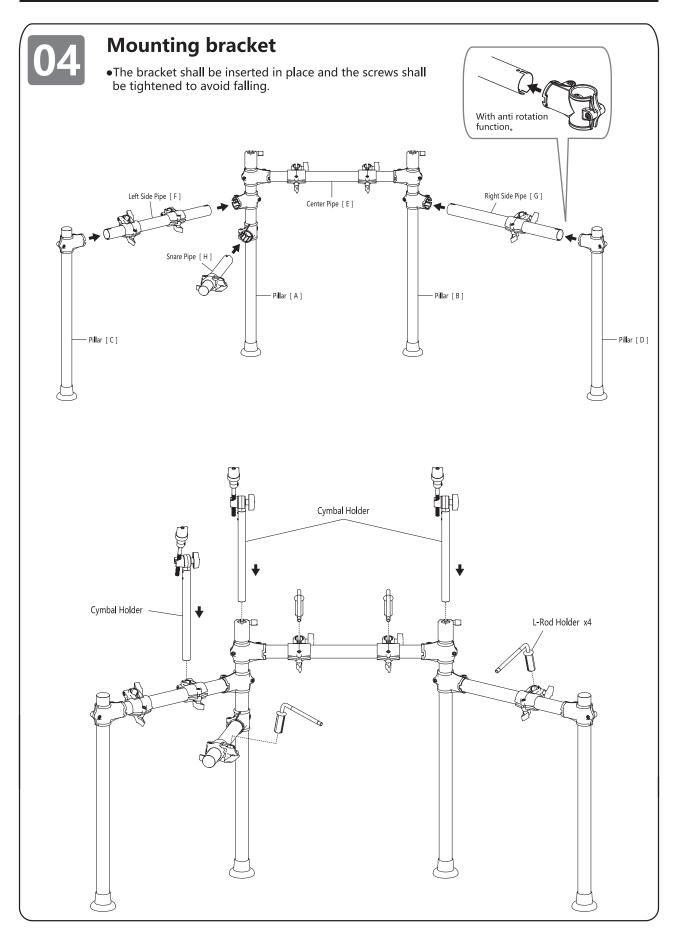




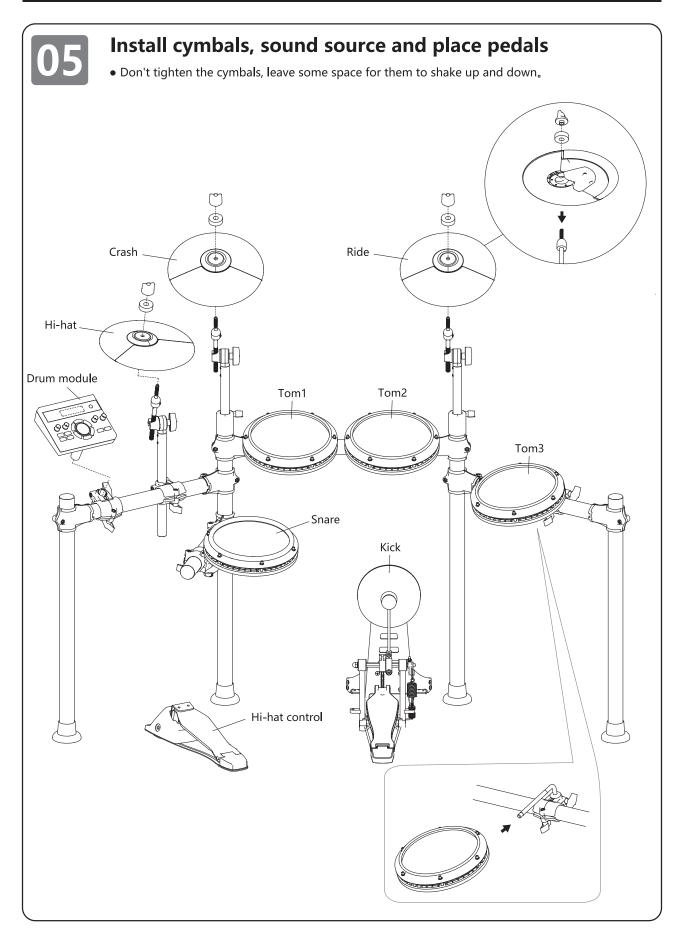










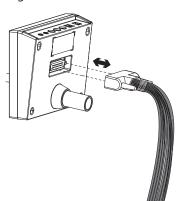




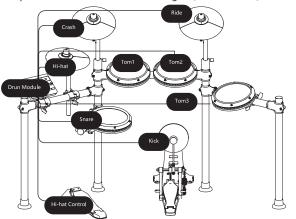


## Insert connecting line of striking part

•Insert the parallel port plug into the sound source as shown in the figure, and then tighten the screw.



•According to the English label on the head of the connecting line, insert it into the corresponding component socket.(Note: please insert the connecting wire in place to avoid poor contact; please correct it as shown in the figure(sure to insert.)



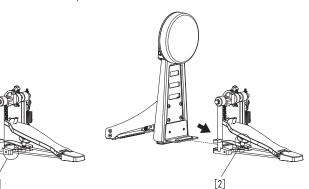
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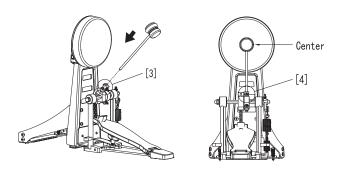
## Bottom drum and step hammer fixing

1)Install the iron frame into the hammer frame hole. 2)Insert the front support of the kick drum into the hammer fixing clip and tighten the screws.

3)Loosen the screw with the drum key, and then insert the hammer into the round hole.

4)Adjust the hammer head to the center of the drum surface, and then lock the screw.

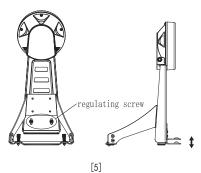


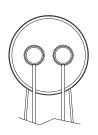


Note

5)The height of the front support can be adjusted by adjusting screws, which is convenient to adapt to stepping hammersof different specifications.

6)The kick drum has the function of double stepping.

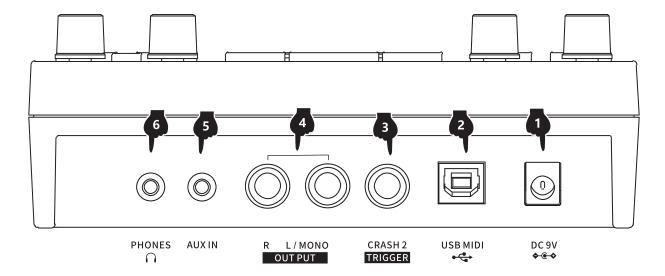




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## **IIIUSTRATION OF MAIN BOX SOCKET**



### Power cord connection

- 1.Connect the power cord as shown in the figure, insert one end into the power port of the drum main box, and insert the other end into a 100-240V household power socket.
- 2. When this product is not used for a long time, please unplug the power cord and keep it properly.

### 2 USB MIDI socket

The MIDI USB interface of the electronic drum can be used to connect and interact with music devices with midi. Through pre installed software on computers and tablets, learn or perform functional operations such as performance, composition and storage.

### Extended cymbal interface

The external crash2 interface extends richer timbre.

### 4 Audio output socket

- 1. The audio output socket can be externally connected with active speaker (special drum speaker is required) and large audio equipment.
- 2.The audio output socket outputs to the recording equipment (such as sound card and other recording equipment) for electric drum recording.

## 5 Audio input socket

The audio input socket can connect the external sound source to the drum main box for playback (such as MP3, mobile phone and other linear audio signal input).

## 6 Earphone socket

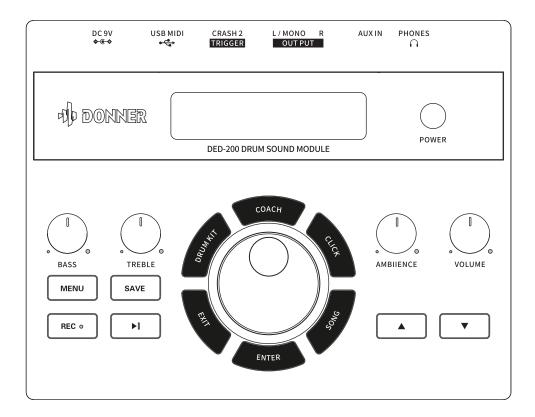
Connecting headphones can monitor the changes of details during performance, and will not disturb others when the speaker is not connected.

## Note!

- To prevent failure and damage to the equipment, be sure to adjust the bass volume and turn off all equipment before making any connection.
- External equipment are accessories purchased separately, non-standard!

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## **OPERATING INSTRUCTIONS**



### 1 POWER ON

Press the power key to start the machine. By default, the machine will enter the drum kit mode o start playing.

There are four modes available on the host panel: drum kit, click, coach and song. Each mode has a pair Should be the function, find rhythm fun together!

### 2 DRUN KIT PATTERN

In the drum kit mode, you can use the ( ) key to switch different styles of drum groups. There are 30 preset drum groups and 1 user-defined drum group built in Define the drum group, which can meet the performance of all music styles.



### 3 CLICK PATTERN

Open the default metronome and sound. In the click mode, it is the primary adjustable parameter interface, and the displayed parameters are: tempo \ rhythm \ beat Sound \ click Vol has five primary adjustable parameter interfaces, and the default display interface is:





## **OPERATING INSTRUCTIONS**

Press the click key to enter the click mode, and the metronome will sound. Turn the encoder to change the tempo of the metronome. In the click mode, use the up down key to select different click parameters. The tempo \ rhythm \ beat \ sound \ click Vol parameters can be adjusted respectively. Please refer to the following figure for specific adjustable parameters and data:

TYPE	INFORMATION
TEMPO	30-250
RHYTHM	1/2,1/4,1/8,1/16,1/32
BEAT	1-9
SOUND	1-5
CLICK VOL	1-127

### 4 COACH PATTERN

Open the default display of Coach - time check. The coach mode is the first level interface. Press ( $\triangleright$ 1) to enter the current three interfaces of coach-tempo check, coach-quiet count and coach-auto up / down for practice. The display parameters are:



Press the reach key to enter the reach mode, and the reach key light will also light up. Use the up down key to select different reach modes, including time check \ quit count \ auto up / down. Three kinds of reach modes are available. Three different training modes are provided. Let's learn together!

1.In coach 1 - time check mode, press (▶ 1) to start time check training. In time check mode, you can press enter to enter the setting interface of time check. The parameter in the setting interface is to start scoring after selecting the number of bar to practice. The adjustable setting range is 1-32, and the setting interface is shown in the following figure:



After entering time check, there are 4 beats ready to beat. When the final display shows ready to beat, go is displayed! Start time check training!





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## **OPERATING INSTRUCTIONS**

After starting time check, if the drum is knocked too fast or too slow, a prompt will be displayed. The display interface during time check is as follows:



After completing the training of the current round of time check, the score will be displayed. The score display interface is as follows:



2.Press (▶∥) in coach2-quiet count mode to start. In quiet count mode, you can press the setting interface of quiet count. The setting interface parameters are to mute after selecting how many bars to contact and start scoring when the metronome is restored. The adjustable setting range is 1-32, and the setting interface is shown in the figure below:



After entering time check, there are 4 beats ready to beat. When the final display shows ready to beat, go is displayed! Start time check training!



When quiet count is in progress, the score will be displayed after the metronome is muted.



3.Coach 3 - Press (▶∥) to start auto up / down training in auto up / down mode In mode, you can press enter to enter the setting interface of auto up / down. The parameter in the setting interface is how many bars to select and start to change Variable racket speed. The adjustable setting range is 1-9. To change the number of gradient beats, the setting interface is shown in the following figure:

## -Ke

## **OPERATING INSTRUCTIONS**

# ► AUTO U/D • OK RATE TEMPO 04

After entering auto up / down, start auto up / down training directly!



Press play / pause to enter auto tempo. You can directly enter auto tempo without preparatory shooting. By default, 60-250 is the cycle speed starting from the slowest speed. After starting auto up / down, there will be a prompt for speed up and speed down. The display interface is as follows:





After starting auto up / down, stop the current training from acceleration to deceleration.

### 5 SONG PATTERN

Press the song key to enter the song mode, the song key light is on, and different exercises can be selected by using the encoder or up down key Track, built-in 50 tracks with different styles. You can turn off the drum sound in the setting of song mode and change the built-in etude With the drum arrangement, you can also change the speed of the song in the setting to practice and have fun together!



After entering the song mode, you can select different tracks, press (▶I) to start playing or pause the current practice track Press the menu key to enter the setting interface of song mode to set and adjust the current practice track.



TYPE	INFORMATION
TEMPO	30-250
SONG VOL	0-127
DRUM	ON/OFF



## **OPERATING INSTRUCTIONS**

### 6 MENU PATTERN

In the drum kit mode, press the menu key to enter the drum group setting. There are five settings in the drum group setting: pad set, sensitivityAdvance, MIDI note, fty reset, use encoder or up \ down to select, and press enter to enter the setting. Yes Modify parameters according to different settings to meet different strike needs.

1. In the ad set interface, you can quickly modify the parameters of the corresponding drum. The modified parameters can be quickly saved in the kit31 user group as a user group for future use.



Voice: quickly change drum tone pitch: quickly change drum tone
Pan: quickly change the left and right sound and image velo: quickly change the drum force curve
Press the up / down key to select, select the drum disk whose parameters you need to change,
and turn the encoder to change the parameters. The specific parameters can be adjusted as follows:

TYPE	INFORMATION	PARAMETER
VOICE	SN\TO1\TO2\TO3\BD\HH\CR\RD	
PITCH	SN\TO1\TO2\TO3\BD\HH\CR\RD	00-127
PAN	SN\TO1\TO2\TO3\BD\HH\CR\RD	00-127
VELO	SN\TO1\TO2\TO3\BD\HH\CR\RD	01-03

After adjusting the parameters of the drum group, press the save key to quickly save it to kit 31. You can customize your own drum group to combine your own unique drum group!

2. In the sensitivity interface, different settings can be made for the percussion drum, and the percussion sensitivity can be changed to adapt to the percussion feel or eliminate unnecessary sound crosstalk.

SEN: drum sensitivity adjustment THREH.: trigger threshold adjustment XTALK: crosstalk threshold adjustment RETR.: repeat trigger adjustment

VOL: drum volume adjustment

Press the up / down key to select, tap the drum disk you need to change the parameters, and turn the encoder to change the parameters. The specific parameters can be adjusted as follows:

TYPE	INFORMATION	PARAMETER
SEN	SN\TO1\TO2\TO3\ BD\HH\CR\RD	01-06
THREH	SN\TO1\TO2\TO3\ BD\HH\CR\RD	01-32
XTALK	SN\TO1\TO2\TO3\ BD\HH\CR\RD	01-32
RETR.	SN\TO1\TO2\TO3\ BD\HH\CR\RD	01-32
VOL	SN\TO1\TO2\TO3\ BD\HH\CR\RD	00-127



## **OPERATING INSTRUCTIONS**

After adjusting the parameters of the drum group, press the save key to quickly save the current preset, and the drum parameters suitable for your own striking habits can be debugged for the electric drum.

3. Different types of reverberation effects can be changed in the ambience interface. Five different reverberation effects are built in. Corresponding reverberation effects can be added for different environments to make drum playing more interesting.

Rotate the encoder to change the parameters. The specific parameters can be adjusted as follows:

TYPE	INFORMATION
REV	01-ROOMS\02-HILLS\03-PLATES\
NEV NEV	04-SPRING\05-ECHO

After adjusting the parameters of the drum set, press the save key to quickly save the current preset, and open the ambience knob to add reverberation depth to the whole drum set and add more profound sound on different occasions.

4. In the MIDI note interface, you can change the MIDI value signal output of the current drum to the corresponding signals of different software or hardware sound sources. Press the up / down key to select, select the drum disk whose parameters you need to change, and turn the encoder to change the parameters. The specific parameters can be adjusted as follows:

	TYPEINFORMATION	PARAMETER
KICK	К	36
STICK	S2	37
SNARE	S1	38
CLOSE HI-HAT	СН	42
PEDAL HI-HAT	НН	44
OPEN HI-HAT	ОН	46
том1	T1	48
том2	T2	45
томз	Т3	43
RIDE	RB	51
RIDE_ED	RE	59
CRASH1	CB1	49
CRASH1_ED	CE2	55
CRASH2	CB2	57
CRASH2_ED	CE2	52

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## **OPERATING INSTRUCTIONS**

After adjusting the parameters of the drum set, press the save key to quickly save the current preset to complete the MIDI note editing of different drum sets. When it is necessary to restore the default parameters, it is necessary to restore the factory settings.

5. In the fty reset interface, the host can be restored to the factory settings. After entering the interface, press enter to restore the factory settings. When restoring the factory settings, all saved drum group settings and kit 16 will be restored to the factory settings. Please operate with caution! The specific display contents are:







Press the rec key to enter the recording and playback interface, and the interface will prompt to knock any drum to start recording, and then press the res key again to pause the current recording. And defaultSave (saving will overwrite the previous recording). Pressing ( >1) while recording is in progress will directly start playback of the recording. It will be automatically saved (overwritten) by default Last recording), press ( >1) on the recording page to play back the last saved recording. After recording, press rec again Quit recording mode and use this convenient function to record every progress.



EQ quick adjustment knob can quickly add high and low frequencies to the whole set of equipment, feel the drum group and adjust a better sound in real time.



BASS Low frequency adjustment knob



TREBLE

TREBLE High frequency adjustment knob



**AMBIIENCE** 

VOLUME

AMBIENCE

Reverberation effect adjustment knob, added in real time The reverberation depth is adjusted for different occasions Sound suitable for the environment

VOLUME Adjust the output volume of the whole machine



# **APPENDIX**

## Timbre ———

Kick					
1	Pop Kick	60	Dance Snare	118	Pop Metal Tom1
2	Funk Kick	61	Pop Snare Rim	119	Hardrock Tom1
3	Session Kick	62	Funk Snare Rim	120	Dance Tom1
4	Metal Kick	63	Session Snare Rim	121	Pop Tom2
5	Speed Metal Kick	64	Metal Snare Rim	122	Funk Tom2
6	Old School Kick	65	Speed Metal Snare Rim	123	Session Tom2
7	Standard Kick	66	Old School Snare Rim	124	Metal Tom2
8	Original Kick	67	Standard Snare Rim	125	Speed Metal Tom2
9	808 Kick	68	Original Snare Rim	126	Old School Tom2
10	Pop Rock Kick	69	808 Snare Rim	127	Standard Tom2
11	Rock Kick	70	Pop Rock Snare Rim	128	Original Tom2
12	Percussion Kick	71	Rock Snare Rim	129	808 Tom2
13	Acoustic Kick	72	Percussion Snare Rim	130	Pop Rock Tom2
14	Dancehall Kick	73	Acoustic Snare Rim	131	Rock Tom2
15 16	Synth Gaze Kick	74	Dancehall Snare Rim	132	Percussion Tom2
16 17	Jazz Kick	75 70	Synth Gaze Snare Rim	133 134	Acoustic Tom2 Dancehall Tom2
18	Grunge Kick Power Metal Kick	76	Jazz Snare Rim	135	Synth Gaze Tom2
19	Soul Kick	77 78	Grunge Snare Rim	136	Jazz Tom2
20	Punk Kick	76 79	Power Metal Snare Rim	137	Grunge Tom2
21	Classical Kick	79 80	Soul Snare Rim	138	Power Metal Tom2
22	Drum&Bass Kick	81	Punk Snare Rim Classical Snare Rim	139	Soul Tom2
23	Doom Metal Kick	82	Drum&Bass Snare Rim	140	Punk Tom2
24	Fusion Kick	83	Doom Metal Snare Rim	141	Classical Tom2
25	Blues Kick	84	Fusion Snare Rim	142	Drum&Bass Tom2
26	Post Metal Kick	85	Blues Snare Rim	143	Doom Metal Tom2
27	90's Kick	86	Post Metal Snare Rim	144	Fusion Tom2
28	Pop Metal Kick	87	90's Snare Rim	145	Blues Tom2
29	Hardrock Kick	88	Pop Metal Snare Rim	146	Post Metal Tom2
30	Dance Kick	89	Hardrock Snare Rim	147	90's Tom2
Snare		90	Dance Snare Rim	148	Pop Metal Tom2
Snare 31	Pop Snare	90 <b>Tom</b>	Dance Snare Rim	148 149	Pop Metal Tom2 Hardrock Tom2
31 32	Pop Snare Funk Snare		Pop Tom1	149 150	
31 32 33	Funk Snare Session Snare	Tom		149 150 151	Hardrock Tom2 Dance Tom2 Pop Tom3
31 32 33 34	Funk Snare Session Snare Metal Snare	<b>Tom</b> 91 92 93	Pop Tom1 Funk Tom1 Session Tom1	149 150 151 152	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3
31 32 33 34 35	Funk Snare Session Snare Metal Snare Speed Metal Snare	<b>Tom</b> 91 92 93 94	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1	149 150 151 152 153	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3
31 32 33 34 35 36	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare	Tom 91 92 93 94 95	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1	149 150 151 152 153 154	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3
31 32 33 34 35 36 37	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare	Tom 91 92 93 94 95	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1	149 150 151 152 153 154	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3
31 32 33 34 35 36 37 38	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare	Tom 91 92 93 94 95 96	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1	149 150 151 152 153 154 155	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3
31 32 33 34 35 36 37 38 39	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare	Tom 91 92 93 94 95 96 97	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1	149 150 151 152 153 154 155 156 157	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3
31 32 33 34 35 36 37 38 39 40	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare	Tom 91 92 93 94 95 96 97 98 99	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1	149 150 151 152 153 154 155 156 157	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3
31 32 33 34 35 36 37 38 39 40 41	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare	Tom 91 92 93 94 95 96 97 98 99 100	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1	149 150 151 152 153 154 155 156 157 158	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 808 Tom3
31 32 33 34 35 36 37 38 39 40 41 42	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare	Tom 91 92 93 94 95 96 97 98 99 100 101	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1	149 150 151 152 153 154 155 156 157 158 159	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 Pop Rock Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare	70m 91 92 93 94 95 96 97 98 99 100 101	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1	149 150 151 152 153 154 155 156 157 158 159 160	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 Pop Rock Tom3 Rock Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43 44	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare	91 92 93 94 95 96 97 98 99 100 101 102 103	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 Pop Rock Tom3 Rock Tom3 Percussion Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare Synth Gaze Snare	91 92 93 94 95 96 97 98 99 100 101 102 103 104	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1 Dancehall Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161 162 163	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 808 Tom3 Pop Rock Tom3 Rock Tom3 Percussion Tom3 Acoustic Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare Synth Gaze Snare Jazz Snare	70m 91 92 93 94 95 96 97 98 99 100 101 102 103 104	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1 Dancehall Tom1 Synth Gaze Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 808 Tom3 Pop Rock Tom3 Rock Tom3 Percussion Tom3 Acoustic Tom3 Dancehall Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare Synth Gaze Snare Jazz Snare Grunge Snare	91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1 Dancehall Tom1 Synth Gaze Tom1 Jazz Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 808 Tom3 Pop Rock Tom3 Rock Tom3 Percussion Tom3 Acoustic Tom3 Synth Gaze Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare Synth Gaze Snare Jazz Snare Grunge Snare Power Metal Snare	91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1 Dancehall Tom1 Synth Gaze Tom1 Jazz Tom1 Grunge Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 Pop Rock Tom3 Rock Tom3 Percussion Tom3 Acoustic Tom3 Dancehall Tom3 Synth Gaze Tom3 Jazz Tom3
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare Synth Gaze Snare Jazz Snare Grunge Snare Power Metal Snare Soul Snare	91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1 Dancehall Tom1 Synth Gaze Tom1 Jazz Tom1 Grunge Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 Rock Tom3 Pop Rock Tom3 Rock Tom3 Percussion Tom3 Acoustic Tom3 Dancehall Tom3 Synth Gaze Tom3 Jazz Tom3 Grunge Tom3
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31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57	Funk Snare Session Snare Metal Snare Speed Metal Snare Old School Snare Standard Snare Original Snare 808 Snare Pop Rock Snare Rock Snare Percussion Snare Acoustic Snare Dancehall Snare Synth Gaze Snare Jazz Snare Grunge Snare Power Metal Snare Soul Snare Punk Snare Classical Snare Drum&Bass Snare Doom Metal Snare Fusion Snare Blues Snare Post Metal Snare Post Metal Snare Post Metal Snare	Tom 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116	Pop Tom1 Funk Tom1 Session Tom1 Metal Tom1 Speed Metal Tom1 Old School Tom1 Standard Tom1 Original Tom1 808 Tom1 Pop Rock Tom1 Rock Tom1 Percussion Tom1 Acoustic Tom1 Dancehall Tom1 Synth Gaze Tom1 Jazz Tom1 Grunge Tom1 Power Metal Tom1 Soul Tom1 Punk Tom1 Classical Tom1 Drum&Bass Tom1 Doom Metal Tom1 Fusion Tom1 Blues Tom1 Post Metal Tom1	149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175	Hardrock Tom2 Dance Tom2 Pop Tom3 Funk Tom3 Session Tom3 Metal Tom3 Speed Metal Tom3 Old School Tom3 Standard Tom3 Original Tom3 Rock Tom3 Pop Rock Tom3 Percussion Tom3 Acoustic Tom3 Dancehall Tom3 Synth Gaze Tom3 Jazz Tom3 Grunge Tom3 Power Metal Tom3 Soul Tom3 Punk Tom3 Classical Tom3 Drum&Bass Tom3 Doom Metal Tom3 Fusion Tom3 Blues Tom3

# APPENDIX

178	Pan Matal Tam?	240	Dance Crash1 Rim	201	Don Dido
170	Pop Metal Tom3 Hardrock Tom3	240	Pop Crash2	301 302	Pop Ride Funk Ride
180	Dance Tom3	242	Funk Crash2	303	Session Ride
Crash	Dance forms	243	Session Crash2	304	Metal Ride
181	Pop Crash1	244	Metal Crash2	305	Speed Metal Ride
182	Funk Crash1	245	Speed Metal Crash2	306	Old School Ride
183	Session Crash1	246	Old School Crash2	307	Standard Ride
184	Metal Crash1	247	Standard Crash2	308	Original Ride
185	Speed Metal Crash1	248	Original Crash2	309	808 Ride
186	Old School Crash1	249	808 Crash2	310	Pop Rock Ride
187	Standard Crash1	250	Pop Rock Crash2	311	Rock Ride
188	Original Crash1	251	Rock Crash2	312	Percussion Ride
189	808 Crash1	252	Percussion Crash2	313	Acoustic Ride
190	Pop Rock Crash1	253	Acoustic Crash2	314	Dancehall Ride
191	Rock Crash1	254	Dancehall Crash2	315	Synth Gaze Ride
192	Percussion Crash1	255	Synth Gaze Crash2	316	Jazz Ride
193	Acoustic Crash1	256	Jazz Crash2	317	Grunge Ride
194	Dancehall Crash1	257	Grunge Crash2	318	Power Metal Ride
195	Synth Gaze Crash1	258	Power Metal Crash2	319	Soul Ride
196	Jazz Crash1	259	Soul Crash2	320	Punk Ride
197	Grunge Crash1	260	Punk Crash2	321	Classical Ride
198	Power Metal Crash1	261	Classical Crash2	322	Drum&Bass Ride
199	Soul Crash1	262	Drum&Bass Crash2	323	Doom Metal Ride
200	Punk Crash1	263	Doom Metal Crash2	324	Fusion Ride
201	Classical Crash1	264	Fusion Crash2	325	Blues Ride
202	Drum&Bass Crash1	265	Blues Crash2	326	Post Metal Ride
203	Doom Metal Crash1	266	Post Metal Crash2	327	90's Ride
204	Fusion Crash1	267	90's Crash2	328	Pop Metal Ride
205	Blues Crash1	268	Pop Metal Crash2	329	Hardrock Ride
206	Post Metal Crash1	269	Hardrock Crash2	330	Dance Ride
207	90's Crash1	270	Dance Crash2	331	Pop Ride Rim
208	Pop Metal Crash1	271	Pop Crash2 Rim	332	Funk Ride Rim
209	Hardrock Crash1	272	Funk Crash2 Rim	333	Session Ride Rim
210	Dance Crash1	273	Session Crash2 Rim	334	Metal Ride Rim
211	Pop Crash1 Rim	274	Metal Crash2 Rim	335	Speed Metal Ride Rim
212	Funk Crash1 Rim	275 276	Speed Metal Crash2 Rim	336	Old School Ride Rim
213 214	Session Crash1 Rim	276	Old School Crash2 Rim Standard Crash2 Rim	337	Standard Ride Rim
214	Metal Crash1 Rim Speed Metal Crash1 Rim	278	Original Crash2 Rim	338	Original Ride Rim
216	Old School Crash1 Rim	279	808 Crash2 Rim	339	808 Ride Rim
217	Standard Crash1 Rim	280	Pop Rock Crash2 Rim	340 341	Pop Rock Ride Rim Rock Ride Rim
218	Original Crash1 Rim	281	Rock Crash2 Rim	341	Percussion Ride Rim
219	808 Crash1 Rim	282	Percussion Crash2 Rim	343	Acoustic Ride Rim
220	Pop Rock Crash1 Rim	283	Acoustic Crash2 Rim	344	Dancehall Ride Rim
221	Rock Crash1 Rim	284	Dancehall Crash2 Rim	345	Synth Gaze Ride Rim
222	Percussion Crash1 Rim	285	Synth Gaze Crash2 Rim	346	Jazz Ride Rim
223	Acoustic Crash1 Rim	286	Jazz Crash2 Rim	347	Grunge Ride Rim
224	Dancehall Crash1 Rim	287	Grunge Crash2 Rim	348	Power Metal Ride Rim
225	Synth Gaze Crash1 Rim	288	Power Metal Crash2 Rim	349	Soul Ride Rim
226	Jazz Crash1 Rim	289	Soul Crash2 Rim	350	Punk Ride Rim
227	Grunge Crash1 Rim	290	Punk Crash2 Rim	351	Classical Ride Rim
228	Power Metal Crash1 Rim	291	Classical Crash2 Rim	352	Drum&Bass Ride Rim
229	Soul Crash1 Rim	292	Drum&Bass Crash2 Rim	353	Doom Metal Ride Rim
230	Punk Crash1 Rim	293	Doom Metal Crash2 Rim	354	Fusion Ride Rim
231	Classical Crash1 Rim	294	Fusion Crash2 Rim	355	Blues Ride Rim
232	Drum&Bass Crash1 Rim	295	Blues Crash2 Rim	356	Post Metal Ride Rim
233	Doom Metal Crash1 Rim	296	Post Metal Crash2 Rim	357	90's Ride Rim
234	Fusion Crash1 Rim	297	90's Crash2 Rim	358	Pop Metal Ride Rim
235	Blues Crash1 Rim	298	Pop Metal Crash2 Rim	359	Hardrock Ride Rim
236	Post Metal Crash1 Rim	299	Hardrock Crash2 Rim	360	Dance Ride Rim
237	90's Crash1 Rim	300	Dance Crash2 Rim	Hi-Hat	
238	Pop Metal Crash1 Rim	Ride		361	Pop Hi-Hat Open
239	Hardrock Crash1 Rim			362	Funk Hi-Hat Open

## APPENDIX

# Drum combination timbre \_\_\_\_\_\_ User drum group

01 Pop	07 Standard	13 Acoustic	19 Soul	25 Blues
02 Funk	08 Original	14 Dancehall	20 Punk	26 Post Metal
03 Session	09 808	15 Synth Gaze	21 Classical	27 90's
04 Metal	10 Pop Rock	16 Jazz	22 Drum&Bass	28 Pop Metal
05 Speed Metal	11 Rock	17 Grunge	23 Doom Metal	29 Hardrock
06 Old School	12 Percussion	18 Power Metal	24 Fusion	30 Dance

# 

1.Funk 1	11.Pop 1	21.Rock 4	31.Rock 8	41.RnB 2
2.Rock 1	12.Electronic 2	22.Pop 5	32.Pop 10	42.Rock 10
3.Electronic 1	13.Electronic 3	23.Blues 2	33.Rock 9	43.Rock 11
4.Samba 1	14.Electronic 4	24.Rock 5	34.Folk	44.RnB 3
5.Fusion	15.Rock 3	25.Pop 6	35.Electronic 6	45.Pop 13
6.Funk 2	16.Pop 2	26.Rock 6	36.Electronic 7	46 Rock 12
7.RnB 1	17.Pop 3	27.Rock 7	37.Pop 11	47.Pop 14
8.House	18.Samba 2	28.Pop 7	38.Pop 12	48.Rock 13
9.Blues 1	19.Pop 4	29.Pop 8	39.Jazz 1	49.Pop 15
10.Rock 2	20.Electronic 5	30.Pop 9	40.Metal 1	50.Funk 3



## PRODUCT MAINTENANCE

Careful maintenance and protection of the product, to extend the service life of the product, reduce the fault has a very important role.

### AVOID HEATING, DAMPNESS OR DIRECT SUNLIGHT

Do not over expose the product to direct sunlight, or place it near air conditioning or extremely hot place.

### 2 DO NOT USE NEAR THE TV OR RADIO

This product may cause video or audio interference to the reception of TV and radio. If this happens, the product should be removed from the TV or radio.

### NO DILUENTS OR SIMILAR CHEMICALS SHOULD BE USED FOR CLEANING

Clean the product with a soft cloth wetted with weak water solution and neutral detergent. Soak the cloth in a solution and wring it dry until it approaches drying.

## 4 DO NOT SHAKE, AVOID COLLISION

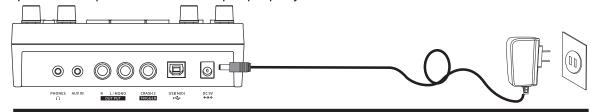
When moving, the product should be handled carefully and lightly. Violent vibration and collision are strictly prohibited in order to avoid damage to the shell or internal electronic components.



## Y PRECAUTIONS

### **POWER SUPPLY**

This product can be powered by standard indoor wall sockets. Please only use the power cord specified in this product. When not in use, please turn off the power supply. When not in use for a long time, pull out the power cord and keep it properly.



### SIGN

To ensure that you use this product safely and correctly, to prevent harm to users and others and financial damage, this manual and products are marked with a series of safety signs. The various signs and their meanings are as follows:



### **⚠ WARNING**

This sign indicates that there is a potential risk of death or serious injury if this mark is ignored and the product is mishandled.



### ⚠ BE CAREFUL

This sign indicates that there is a potential danger of injury to personnel or other financial damage if this sign is ignored and the product is operated incorrectly.

### **EXAMPLE OF LOGO**



This triangle sign ( $\triangle$ ) indicates what users should pay attention to. (The left example is careful shocks)



A circular sign  $(\bigcirc)$  with an oblique line indicates prohibitions. The icons in or beside the logo indicate the contents specifically prohibited. (The example on the left is no disassembly)



The round black bottom sign ( ) indicates what must be observed. The diagrams in this sign indicate the contents of the specific matters that must be observed. (The example on the left is that the power plug must be pulled out of the socket)

## SAFETY PRECAUTIONS

## **⚠ WARNING -**

### Smoke, odor, overheating

When the product smokes, smells or overheats, there is a danger of fire and electric shock when it is used continually. In case of the above situation, the following operations should be performed immediately:

- 1. Turn off the power supply.
- 2. Pull the plug out of the power outlet.
- 3. Contact your dealer.

### **Power cord**

- 1. The improper use of power cord may cause fire and electric shock. The following precautions must be observed:
- The special power cord designated for this product must be used.
- The AC power supply with output voltage within the rated voltage range for household use must be used.
- Do not overload power sockets and extension lines.
- 2. The improper treatment of power line will lead to its damage or breakage, which will cause fire and electric shock hazards. The following precautions must be observed:
- Do not place or heat heavy objects on power lines.
- Do not attempt to alter or bend the power cord too much.
- Do not twist or pull the power cord.
- If the power cord or plug is damaged, please replace the same type of power cord.
- 3. Do not touch the power cord and plug with wet hands, otherwise there is a danger of electric shock.
- 4. Please use the power cord where the water will not splash. Water is in danger of causing fire and electric shock.
- 5. Never place vases or any other container containing water on this product. Water is dangerous of causing fire and electric shock.
- 6. Do not allow minors to unplug and touch power lines or connection boards. Minors have no common sense of electricity safety, which may cause electric shock.



## **⚠ BE CAREFUL**

The improper use of power cord may cause fire and electric shock. The following precautions must be observed:

- Never put the power cord near the oven or other heat source.
- Do not pull the cable when pulling out of the power socket. The main body of the plug must be grasped.
- The power cord plug must be inserted in the socket to the end.
- Make sure the power supply is off before connecting or disconnecting it.
- When thunderstorms occur or before traveling or other long-term departure, disconnect the power cord from the wall outlet.
- At least once a year, remove the power cord from the wall outlet and clean the dust accumulated around the plug.





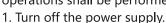
### Do not burn this product

Do not put this product in the fire, otherwise it will lead to product combustion and explosion of internal electronic components, which will cause fire and personnel injury.

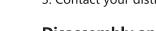


### Water and foreign bodies

Water, other liquids and (metal sheets, etc.) entering this product are in danger of causing fire and electric shock. In case of the above situation, the following operations shall be performed immediately:



- 2. If you are using a power cord for power supply, unplug it from the wall outlet.
- 3. Contact your distributor.



### **Disassembly and transformation**

Do not disassemble or transform the product in any way, otherwise there is a risk of electric shock, scald or other personal injury. All internal inspection, adjustment and maintenance operations should be entrusted to your distributor.









## SAFETY PRECAUTIONS

### Falling or colliding

If the product falls or is damaged by strong impact, it will be in danger of causing fire and electric shock. In case of the above situation, the following operations shall be performed immediately:

- 1. Turn off the power supply.
- 2. If you are using a power cord for power supply, you need to unplug it from the wall outlet.
- 3. Contact your distributor.

### Plastic bag

Do not let anyone put plastic bags for this product on his head or in his mouth. Otherwise, there is a risk of asphyxia. Families with young children should pay special attention to it.

### Keep a distance from the product and the bracket

Climbing the bracket is dangerous of overturning or damage. Families with young children should pay special attention to it.

### Put

Avoid placing the product on an uneven surface or any other unstable place. Otherwise, it will cause the product to fall down, which will lead to the risk of injury.

### **Product Mobility**

Before moving this product, you must unplug the power cord plug from the wall outlet and pull out all other cables and connecting wires. Otherwise, it will lead to damage of power or connection wires, resulting in fire and electric shock.

### clean

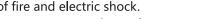
Before cleaning this product, you must unplug the power cord plug from the wall outlet, otherwise there is a risk of fire and electric shock.

### Jack

The socket of this product can only be connected to the designated equipment and devices. Connecting non-designated equipment or devices is dangerous of causing fire and electric shock.

### Location selection

It should be avoided to place the product in the following places, otherwise there is a risk of fire and electric shock.



- High temperature or dusty places.
- Kitchen or other places with lampblack.
- Where the product is exposed to direct sunlight, or any other place where the product will produce high temperature.

### Volume

Don't play music long and loud. Pay special attention when using headphones. Excessive volume can damage your hearing.

### Heavy

Do not place heavy objects on this product. Otherwise, the top of the product will be overweight, causing the product to overturn or drop objects on it, which will lead to the risk of injury.



### **Correct assembly of scaffolds**

The incorrect assembly of the bracket may overturn, causing the product to fall off and posing a risk of injury to personnel. Therefore, it must be assembled according to the instructions in the attached installation guide to ensure that the product is properly mounted on its bracket.







## **WARRANTY CARD**

## Warranty rules

- 1. Faults arising from normal use of this product can be guaranteed free of charge for days from the date of purchase.
- 2. Failure occurs during the warranty period. This warranty card and shopping ticket must be presented during maintenance.
- 3. In the following cases, no free warranty will be provided:
- Damage caused by improper use by users.
- Fault damage caused by irresistible factors such as fire, flood, earthquake and lightning strike.
- Failure caused by unauthorized self-disassembly.
- 4. After exceeding the warranty period, the company is responsible for maintenance, but it needs to charge a cost fee.

Seller:		
Address:		
Telephone:		

### Maintenance record

Date	Maintenance record	Repairman

