



Nitro Ultimate Drum Module

User Guide



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(1.0) Introduction

(1.1) Box Contents

Nitro Ultimate Drum Module
Nitro Ultimate Drum Kit & Accessories
Drumeo Drum Lessons Card
Quickstart Guide
Safety & Warranty Manual

(1.2) Support

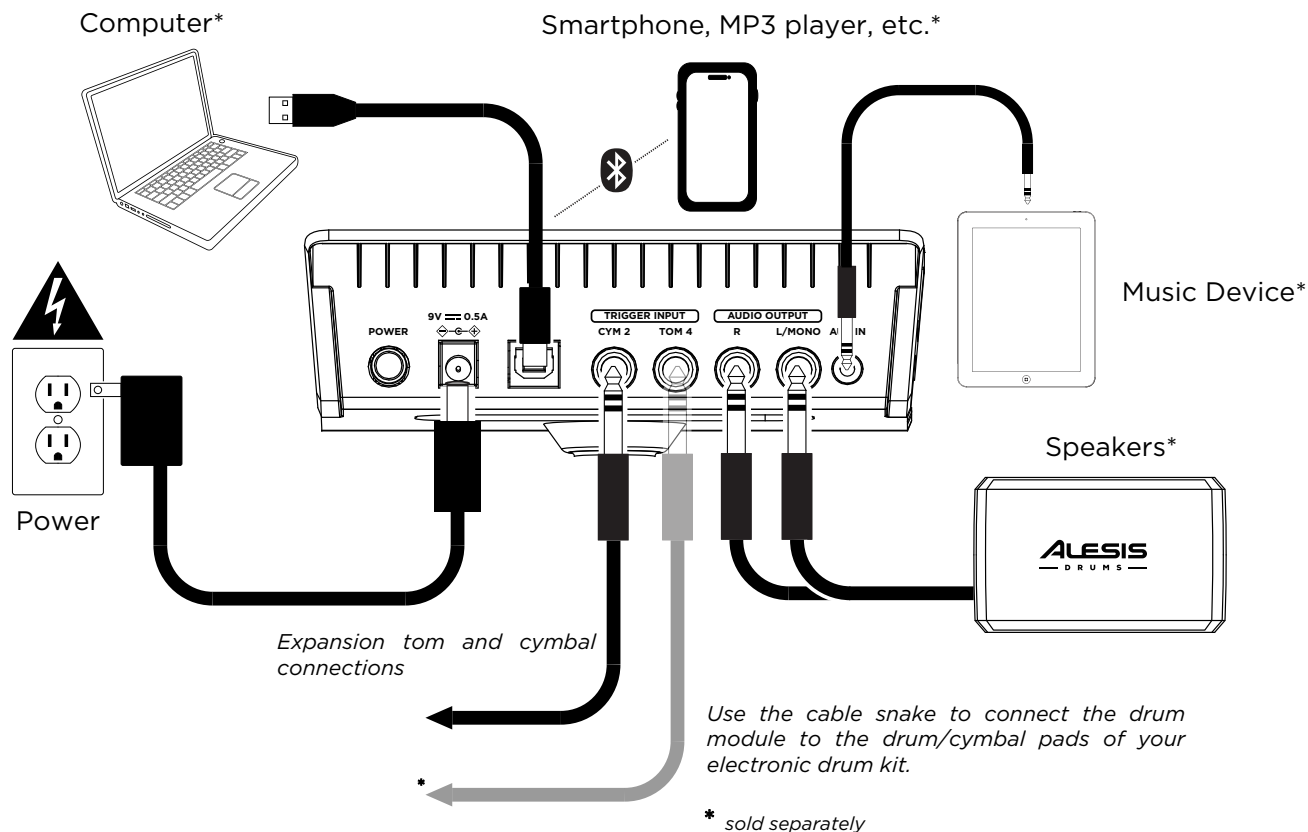
For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit alesis.com.

For additional product support, visit alesis.com/support.

(1.3) Setup

Items not listed in [\(1.1\) Box Contents](#) are sold separately.

(1.3.1) Connection Diagram



(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. Connect the Crash 2 pad to the module's **CYM 2 Input** using the included TRS cable.
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!

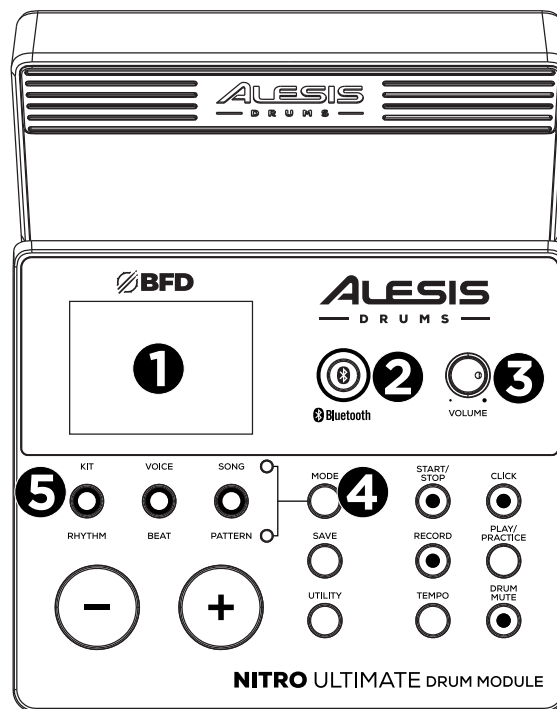
Selecting a Drum Kit: After powering on the module, or after pressing the **Kit** button, you will see the **Kit** indicator and **NUM** on the display. Use the **-** and **+** buttons to select a drum kit, and start playing! Kits 01-36 are Preset Kits. Kits 37 - 52 are User Kits (see [\(3.1\) Editing 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

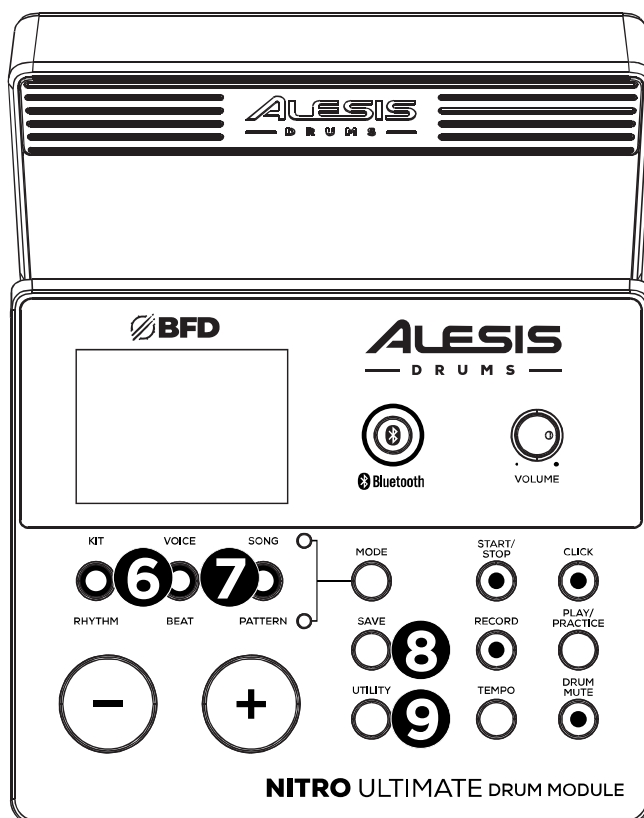
Press to set the function of the three buttons to the left to Normal mode (**Kit, Voice, Song**) or Learning mode (**Rhythm, Beat, Pattern**), indicated by the LEDs.

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.

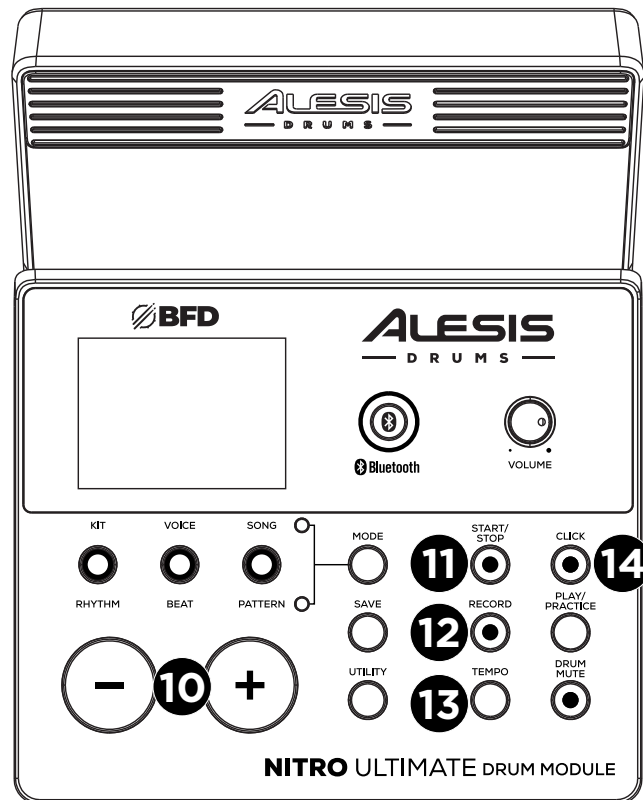
Note: To play along with the pre-recorded pattern, including backing track drums, press the **Play/Practice** button. To play along with the pre-recorded pattern and keep score of your performance without the backing track drums, press the **Start/Stop** button.

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

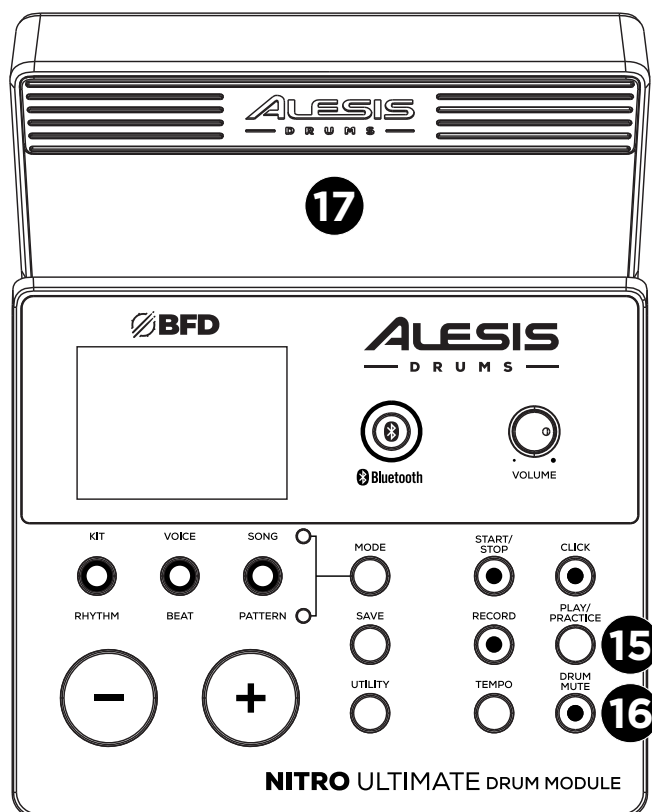
While in Normal Mode (Kit, Voice, or Song), press this button once to record-arm the module. When armed, the button LED will flash. To start recording, press **Start/Stop** or hit a pad. When recording, its LED will light solid. (To stop recording, press **Start/Stop** again.) See the [\(4.3\) Recording](#)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

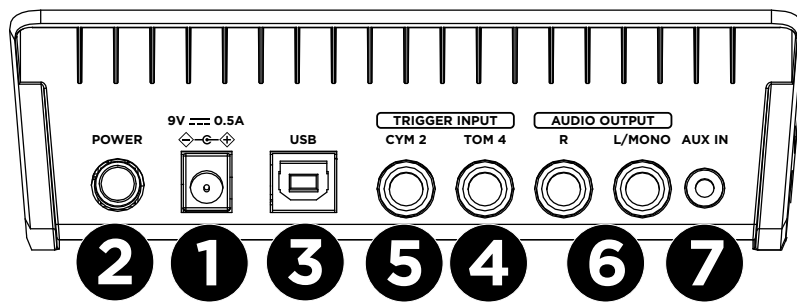
16. Drum Mute

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 (15 - 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 1/4" TRS cable to connect this input to a sold separately tom 4 drum pad, which will trigger the Tom 4 sound.

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

Use the included 1/4" TRS cable to connect this input to the included crash cymbal 2 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.

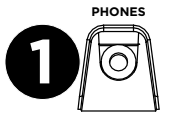
7. Aux Input (1/8" [3.5 mm] TRS)

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

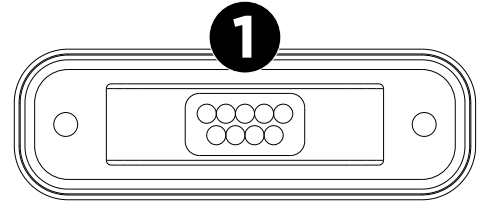
Connect your 1/8" (3.5 mm) headphones to this output.



(2.4) Bottom Panel

1. Cable Snake Input

Connect the cable snake included with the Nitro Ultimate 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**. After a count-in (**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 on 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):
 - o When set to **ON**, playing your electronic drum kit will trigger the sounds in the drum module.
 - o 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.
 - o **GM** (General MIDI Mode): When set to **ON**, Channel 10 in the drum module will use General MIDI percussion sounds.
 - o 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 Ultimate 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 Ultimate's headphone output.
6. In **MIDI Input Device**, select "Alesis Nitro Ultimate".
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 Ultimate Kit and enjoy!

(4.5) Connecting to a Bluetooth® Device

1. Press and release the **Power** button to power on the Nitro Ultimate 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 Ultimate**. 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

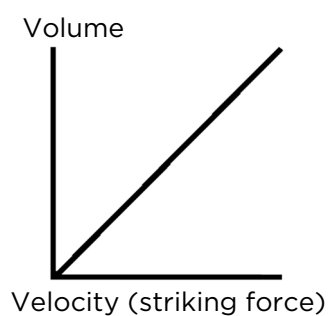


Solid LED = Paired

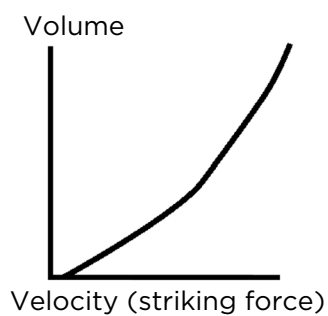
(5.0) Appendix

(5.1) Velocity Curves

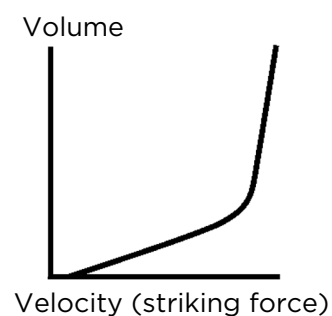
Curve 1



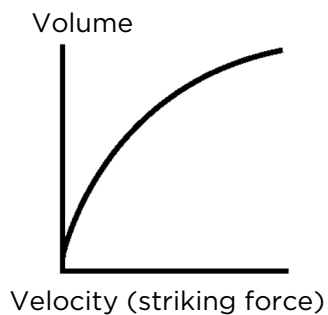
Curve 2



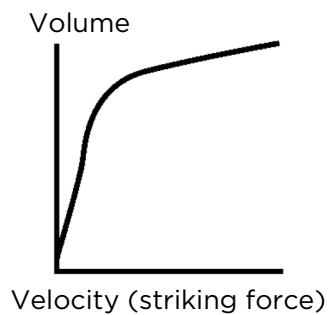
Curve 3



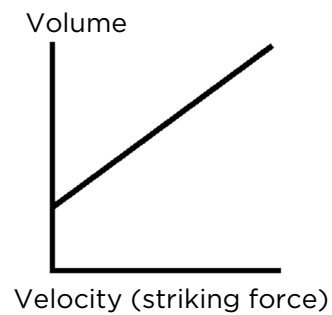
Curve 4



Curve 5



Curve 6



(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
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	20	Brush
2	Tight Pop	21	Room
3	Roomy Rock	22	Rock
4	Phat Pop	23	Pop Rock
5	Tight Rock	24	Jazz
6	Garage	25	Jazz Brush
7	Studio Rock	26	Timpani
8	Power Pop	27	Songo
9	Grch	28	1971
10	HOP	29	Latin
11	Jazz Noir	30	Disco
12	VRT	31	T66 Drum Machine
13	Acoustic	32	99 Drum Machine
14	Standard 1	33	HipHop
15	Standard 2	34	Electron 1
16	Funk 1	35	Electron 2
17	Funk 2	36	Teckno 1
18	Fusion	37-52	USR1 - USR16
19	Cam		

(5.4) Sounds

1	Grch Kick	43	Step Kick	85	Rock Snare Rim 1
2	Snr Kick	44	Teckno Kick	86	Rock Snare 2
3	Copper Kick	45	Drum & Bass Kick	87	Rock Snare 3
4	Mpx Kick	46	Junkyard Kick	88	Room Snare 1
5	Grch Purple Kick	47	Noise Kick	89	Room Snare 2
6	HOP Kick	48	Industry Kick	90	Room Snare 3
7	Jazz Noir Kick	49	Lo-Fi Kick	91	Steel Snare
8	VRT Kick	50	Disco Kick	92	Steel Snare Rim
9	Standard Kick 1	51	88 Drum Machine Kick	93	Jazz Snare 1
10	Standard Kick 2	52	99 Drum Machine Kick	94	Jazz Snare Rim 1
11	Classic Kick 1	53	Electronic Kick 1	95	Jazz Snare 2
12	Classic Kick 2	54	Electronic Kick 2	96	Jazz Snare Rim 2
13	Rock Kick 1	55	Electronic Kick 3	97	Jazz Latin Snare
14	Rock Kick 2	56	Electronic Kick 4	98	Big Band Snare
15	Rock Kick 3	57	Electronic Kick 5	99	Cam Snare
16	Room Kick 1	58	Electronic Kick 6	100	Cam Snare Rim
17	Room Kick 2	59	Electronic Kick 7	101	Brush Snare 1
18	Jazz Kick 1	60	Snr Snare 1 Head	102	Brush Snare 2
19	Jazz Kick 2	61	Snr Snare 2 Rimshot	103	Brush Snare Rim
20	Big Band Kick 1	62	Acro Snare Head	104	Funk Snare 1
21	Big Band Kick 2	63	Acro Snare Rim	105	Funk Stick
22	Cam Kick 1	64	Snr Snare 2 Head	106	Funk Band Snare
23	Cam Kick 2	65	Snr Snare 2 Rim	107	Funk Band Snare Rim
24	Funk Kick 1	66	Mpx Snare Head	108	Funk Band Snare Stick
25	Funk Kick 2	67	Mpx Snare Rim	109	Fusion Snare
26	Funk Kick 3	68	Grch Purple Snare Head	110	Fusion Snare Stick
27	Hip Hop Kick 1	69	Grch Purple Snare Rim	111	Snare Stick
28	Hip Hop Kick 2	70	HOP Snare Head	112	Power Snare
29	Hip Hop Kick 3	71	HOP Snare Rim	113	Hip Hop Snare 1
30	Hip Hop Kick 4	72	Jazz Noir Snare Head	114	Hip Hop Snare 2
31	1969 Kick	73	Jazz Noir Snare Rim	115	1969 Snare
32	1971 Kick	74	VRT Snare Head	116	1969 Snare Rim
33	1976 Kick	75	VRT Snare Rim	117	1971 Snare
34	Power Kick	76	Standard Snare	118	1971 Snare Rim
35	R&B Kick	77	Standard Snare Rim	119	1976 Snare
36	Voice Kick	78	Classic Snare 1	120	1976 Snare Rim
37	Acoustic Kick	79	Classic Snare Rim 1	121	House Snare 1
38	Orchestra Kick	80	Classic Snare 2	122	House Snare 2
39	House Kick 1	81	Classic Snare Rim 2	123	House Snare 3
40	House Kick 2	82	Acoustic Snare	124	Teckno Snare 1
41	House Kick 3	83	Acoustic Snare Rim	125	Teckno Snare 2
42	House Kick 4	84	Rock Snare 1	126	88 Drum Machine Snare

127	99 Drum Machine Snare	171	Grch Purple Tom 1	215	Cam Tom 1
128	Drum and Bass Snare 1	172	Grch Purple Tom 1 Rim	216	Cam Tom 2
129	Drum and Bass Snare 2	173	Grch Purple Tom 2	217	Cam Tom 3
130	66 Drum Machine Snare	174	Grch Purple Tom 2 Rim	218	Cam Tom 4
131	Electronic Snare 1	175	Grch Purple Tom 3	219	Cam Tom 5
132	Electronic Snare 2	176	Grch Purple Tom 3 Rim	220	Cam Tom 6
133	Electronic Snare 3	177	Grch Purple Tom 4	221	Rock Tom 1
134	Electronic Snare 4	178	Grch Purple Tom 4 Rim	222	Rock Tom 2
135	Electronic Snare 5	179	HOP Tom 1	223	Rock Tom 3
136	Electronic Snare 6	180	HOP Tom 1 Rim	224	Rock Tom 4
137	Electronic Snare 7	181	HOP Tom 2	225	Rock Tom 5
138	Electronic Snare 8	182	HOP Tom 2 Rim	226	Rock Tom 6
139	Austin Tom 1	183	HOP Tom 3	227	Room Tom 1
140	Austin Tom 1 Rim	184	HOP Tom 3 Rim	228	Room Tom 2
141	Austin Tom 2	185	HOP Tom 4	229	Room Tom 3
142	Austin Tom 2 Rim	186	HOP Tom 4 Rim	230	Room Tom 4
143	Austin Tom 3	187	Jazz Noir Tom 1	231	Room Tom 5
144	Austin Tom 3 Rim	188	Jazz Noir Tom 1 Rim	232	Room Tom 6
145	Austin Tom 4	189	Jazz Noir Tom 2	233	Funk Tom 1
146	Austin Tom 4 Rim	190	Jazz Noir Tom 2 Rim	234	Funk Tom 2
147	Roto Tom 1	191	Jazz Noir Tom 3	235	Funk Tom 3
148	Roto Tom 1 Rim	192	Jazz Noir Tom 3 Rim	236	Funk Tom 4
149	Roto Tom 2	193	Jazz Noir Tom 4	237	Funk Tom 5
150	Roto Tom 2 Rim	194	Jazz Noir Tom 4 Rim	238	Funk Tom 6
151	Roto Tom 3	195	VRT Tom 1	239	Fusion Tom 1
152	Roto Tom 3 Rim	196	VRT Tom 1 Rim	240	Fusion Tom 2
153	Roto Tom 4	197	VRT Tom 2	241	Fusion Tom 3
154	Roto Tom 4 Rim	198	VRT Tom 2 Rim	242	Fusion Tom 4
155	Copper Tom 1	199	VRT Tom 3	243	Fusion Tom 5
156	Copper Tom 1 Rim	200	VRT Tom 3 Rim	244	Fusion Tom 6
157	Copper Tom 2	201	VRT Tom 4	245	1969 Tom 1
158	Copper Tom 2 Rim	202	VRT Tom 4 Rim	246	1969 Tom 2
159	Copper Tom 3	203	Classic Tom 1	247	1969 Tom 3
160	Copper Tom 3 Rim	204	Classic Tom 2	248	1969 Tom 4
161	Copper Tom 4	205	Classic Tom 3	249	1971 Tom 1
162	Copper Tom 4 Rim	206	Classic Tom 4	250	1971 Tom 2
163	Mpx Tom 1	207	Classic Tom 5	251	1971 Tom 3
164	Mpx Tom 1 Rim	208	Classic Tom 6	252	1971 Tom 4
165	Mpx Tom 2	209	Standard Tom 1	253	1976 Tom 1
166	Mpx Tom 2 Rim	210	Standard Tom 2	254	1976 Tom 2
167	Mpx Tom 3	211	Standard Tom 3	255	1976 Tom 3
168	Mpx Tom 3 Rim	212	Standard Tom 4	256	1976 Tom 4
169	Mpx Tom 4	213	Standard Tom 5	257	Hip Hop Tom 1
170	Mpx Tom 4 Rim	214	Standard Tom 6	258	Hip Hop Tom 2

259	Hip Hop Tom 3	303	99 Drum Machine Tom 3	347	Electronic Ride
260	Hip Hop Tom 4	304	99 Drum Machine Tom 4	348	Electronic Ride Edge
261	Hip Hop Tom 5	305	Pst 21" DrkEng Ride Bow	349	Electronic Ride Bell
262	Hip Hop Tom 6	306	Pst 21" DrkEng Ride Edge	350	20" Room Ride
263	Jazz Tom 1	307	Pst 21" DrkEng Ride Bell	351	20" Room Ride Edge
264	Jazz Tom 2	308	Sab 23" MedComp Ride Bow	352	20" Room Ride Bell
265	Jazz Tom 3	309	Sab 23" MedComp Ride Edge	353	Hip Hop Ride
266	Jazz Tom 4	310	Sab 23" MedComp Ride Bell	354	Techno Ride
267	Jazz Tom 5	311	Zil 23" SpcDry Ride Bow	355	Techno Ride Edge
268	Jazz Tom 6	312	Zil 23" SpcDry Ride Edge	356	Techno Ride Bell
269	Brush Tom 1	313	Zil 23" SpcDry Ride Bell	357	Mnl 18" ByzDI Crash Bow
270	Brush Tom 2	314	Zil OBL Ride Bow	358	Mnl 18" ByzDI Crash Edge
271	Brush Tom 3	315	Zil OBL Ride Edge	359	Mnl 20" ByzDI Crash Bow
272	Brush Tom 4	316	Zil OBL Ride Bell	360	Mnl 20" ByzDI Crash Edge
273	Brush Tom 5	317	Pst 21" GPL Ride Bow	361	Sab 19" Hly China Bow
274	Brush Tom 6	318	Pst 21" GPL Ride Edge	362	Sab 19" Hly China Edge
275	Tom Rim 1	319	Pst 21" GPL Ride Bell	363	Sab 17" Cmplx Oz Crash Bow
276	Tom Rim 2	320	Zil 23" HOP Ride Bow	364	Sab 17" Cmplx Oz Crash Edge
277	Tom Rim 3	321	Zil 23" HOP Ride Edge	365	Zil 16" ACst Crash Bow
278	Tom Rim 4	322	Zil 23" HOP Ride Bell	366	Zil 16" ACst Crash Edge
279	Timpani 1	323	JNN 24" Ride Bow	367	Zil 17" Sugar Crash Bow
280	Timpani 2	324	JNN 24" Ride Edge	368	Zil 17" Sugar Crash Edge
281	Timpani 3	325	JNN 24" Ride Bell	369	Pst 17" SigFst Crash Bow
282	Timpani 4	326	Zil 22" AC Ride Bow	370	Pst 17" SigFst Crash Edge
283	T66 Drum Machine Tom 1	327	Zil 22" AC Ride Edge	371	Zil 18" ACst Crash Bow
284	T66 Drum Machine Tom 2	328	Zil 22" AC Ride Bell	372	Zil 18" ACst Crash Edge
285	T66 Drum Machine Tom 3	329	21" Acoustic Ride	373	Pai 17" GPL Crash Bow
286	T66 Drum Machine Tom 4	330	21" Acoustic Ride Edge	374	Pai 17" GPL Crash Edge
287	T66 Drum Machine Tom 5	331	21" Acoustic Ride Bell	375	Pai 18" GPL Crash Bow
288	T66 Drum Machine Tom 6	332	22" Standard Ride	376	Pai 18" GPL Crash Edge
289	88 Drum Machine Tom 1	333	22" Standard Ride Edge	377	Zil 20" AC HOP Crash Bow
290	88 Drum Machine Tom 2	334	22" Standard Ride Bell	378	Zil 20" AC HOP Crash Edge
291	88 Drum Machine Tom 3	335	Brush Ride 1	379	Zil 18" KC HOP Crash Bow
292	88 Drum Machine Tom 4	336	Brush Ride 2	380	Zil 18" KC HOP Crash Edge
293	88 Drum Machine Tom 5	337	20" Funk Ride	381	Ist 18" JNN Crash Bow
294	88 Drum Machine Tom 6	338	20" Funk Ride Edge	382	Ist 18" JNN Crash Edge
295	Electronic Tom 1	339	20" Funk Ride Bell	383	Pst 20" L70 Crash Bow
296	Electronic Tom 2	340	22" Jazz Ride	384	Pst 20" L70 Crash Edge
297	Electronic Tom 3	341	22" Jazz Ride Edge	385	Zil 19" AC VRT Crash Bow
298	Electronic Tom 4	342	22" Jazz Ride Bell	386	Zil 19" AC VRT Crash Edge
299	Electronic Tom 5	343	20" Rock Ride	387	Zil 16" AC VRT Crash Bow
300	Electronic Tom 6	344	20" Rock Ride Edge	388	Zil 16" AC VRT Crash Edge
301	99 Drum Machine Tom 1	345	20" Rock Ride Bell	389	16" Acoustic Crash 1
302	99 Drum Machine Tom 2	346	88 Drum Machine Ride	390	16" Acoustic Crash 1 Edge

391	16" Acoustic Crash 2	436	Zil 14" HH Bow	480	14" Jazz Hi-hat Edge
392	16" Acoustic Crash 2 Edge	437	Zil 14" HH Edge	481	14" Jazz Hi-hat Pedal
393	16" Standard Crash 1	438	Zil 14" HH Pedal	482	14" Jazz Hi-hat Splash
394	16" Standard Crash 1 Edge	439	Zil 14" HH Splash	483	14" Rock Hi-hat 2
395	16" Standard Crash 2	440	Zil 14" DFC HH Bow	484	14" Rock Hi-hat Edge 2
396	16" Standard Crash 2 Edge	441	Zil 14" DFC HH Edge	485	14" Rock Hi-hat Pedal 2
397	Brush Crash 1	442	Zil Big HH Pad	486	14" Rock Hi-hat Splash 2
398	Brush Crash 2	443	Zil Big HH Splash	487	88 Drum Machine Hi-hat
399	Brush Crash 3	444	Pai OBL HH Bow	488	88 Drum Machine Hi-hat Pedal
400	Brush Crash 4	445	Pai OBL HH Edge	489	88 Drum Machine Hi-hat Splash
401	Funk Crash 1	446	Pst HH Pad	490	99 Drum Machine Hi-hat
402	Funk Crash 1 Edge	447	Pst HH Splash	491	99 Drum Machine Hi-hat Pedal
403	Funk Crash 2	448	Pai 14" GPL HH Bow	492	99 Drum Machine Hi-hat Splash
404	Funk Crash 2 Edge	449	Pai 14" GPL HH Edge	493	Dance Hi-hat
405	19" Jazz Crash 1	450	Grch Purple HH Pad	494	Dance Hi-hat Pedal
406	19" Jazz Crash 1 Edge	451	Grch Purple HH Splash	495	Dance Hi-hat Splash
407	19" Jazz Crash 2	452	Sab 14" HOP AA HH Bow	496	Synthesis Percussion 1
408	19" Jazz Crash 2 Edge	453	Sab 14" HOP AA HH Edge	497	Synthesis Percussion 2
409	Rock Crash 1	454	HOP HH Pad	498	Jingle Bell
410	Rock Crash 1 Edge	455	HOP HH Splash	499	Bell Tree 1
411	Rock Crash 2	456	Ist 14" JNN HH Bow	500	Bell Tree 2
412	Rock Crash 2 Edge	457	Ist 14" JNN HH Edge	501	Bell Tree 3
413	88 Drum Machine Crash	458	Jazz Noir HH Pad	502	African 1
414	99 Drum Machine Crash 1	459	Jazz Noir HH Splash	503	African 2
415	99 Drum Machine Crash 2	460	Zil 14" QB VRT HH Bow	504	African 3
416	Electronic Crash 1	461	Zil 14" QB VRT HH Edge	505	African 4
417	Electronic Crash 2	462	VRT HH Pad	506	Scratch
418	Room Crash	463	VRT HH Splash	507	Scratch Push
419	Room Crash Edge	464	14" Acoustic Hi-hat	508	DJ FX
420	1970's Crash 1	465	14" Acoustic Hi-hat Edge	509	HiQ Zap
421	1970's Crash 2	466	14" Acoustic Hi-hat Pedal	510	Ding Bell
422	Techno Crash 1	467	14" Acoustic Hi-hat Splash	511	Finger Snaps
423	Techno Crash 1 Edge	468	14" Standard Hi-hat	512	Standard Clap
424	Techno Crash 2	469	14" Standard Hi-hat Edge	513	Tambourine 1
425	Techno Crash 2 Edge	470	14" Standard Hi-hat Pedal	514	Tambourine 2
426	Latin Crash 1	471	14" Standard Hi-hat Splash	515	Vibra-slap 1
427	Latin Crash 1 Edge	472	Brush Hi-hat	516	Vibra-slap 2
428	Latin Crash 2	473	Brush Hi-hat Pedal	517	Agogo Low
429	Latin Crash 2 Edge	474	Brush Hi-hat Splash	518	Agogo High 1
430	China 1	475	14" Rock Hi-hat 1	519	Agogo High 2
431	China 1 Edge	476	14" Rock Hi-hat Edge 1	520	Bongo High
432	Sab 13" PS HH Bow	477	14" Rock Hi-hat Pedal 1	521	Bongo Low
434	Sab 13" PS HH Edge	478	14" Rock Hi-hat Splash 1	522	Shaker
435	Sab 13" PS HH Pedal	479	14" Jazz Hi-hat	523	Conga Slap High

524	Conga Slap Mid	568	Cowbell 12	612	FX 13
525	Conga Low	569	Cowbell 13	613	FX 14
526	Open Conga	570	Tabla 1	614	DJ 001
527	Conga Slap	571	Tabla 2	615	DJ 002
528	Timbale Hi	572	Tabla 3	616	DJ 003
529	Timbale Low	573	Tabla 4	617	DJ 004
530	Timpani High	574	Tabla 5	618	DJ 005
531	Timpani Low	575	Tabla 6	619	DJ 006
532	Open Tabla High	576	Da Gu 1	620	DJ 007
533	Open Tabla Low	577	Da Gu 2	621	DJ 008
534	Slap Tabla	578	Zhu Ban	622	DJ 009
535	Mute Tabla Slap	579	Nan Bang	623	DJ 010
536	Cabasa 1	580	Da Mu Yu	624	One
537	Cabasa 2	581	Mu Yu 1	625	Two
538	Maracas 1	582	Mu Yu 2	626	Three
539	Maracas 2	583	Mu Yu 3	627	Four
540	Short Whistle	584	Mu Yu 4	628	Five
541	Long Guiro 1	585	Pai Gu 1	629	Six
542	Short Guiro 1	586	Pai Gu 2	630	Seven
543	Long Guiro 2	587	Pai Gu 3	631	Eight
544	Short Guiro 2	588	Mang Luo 1	632	Nine
545	Claves	589	Mang Luo 2	633	Metronome Click 1
546	Woodblock	590	Mang Luo 3	634	Metronome Click 2
547	Cuica Muted	591	Da Luo 1	635	Metronome Bell 1
548	Cuica Open	592	Da Luo 2	636	Metronome Bell 2
549	Triangle Muted	593	Da Po 1	637	Metronome Bell 3
550	Triangle Open	594	Da Po 2	638	Clave Click 1
551	Sleigh Bells	595	Xiao Po	639	Clave Click 2
552	Wind Chimes	596	Xiao Luo	640	Stick Click 1
554	Castanets	597	Tenluo	641	Stick Click 2
554	Surdo Muted	598	Peng Lin	642	Cow Click 1
555	Surdo Open	599	Dog Luo	643	Cow Click 2
556	Lotus Drum	600	FX 1	644	Fm Click 1
557	Cowbell 1	601	FX 2	645	Fm Click 2
558	Cowbell 2	602	FX 3		
559	Cowbell 3	603	FX 4		
560	Cowbell 4	604	FX 5		
561	Cowbell 5	605	FX 6		
562	Cowbell 6	606	FX 7		
563	Cowbell 7	607	FX 8		
564	Cowbell 8	608	FX 9		
565	Cowbell 9	609	FX 10		
566	Cowbell 10	610	FX 11		
567	Cowbell 11	611	FX 12		

(5.5) Technical Specifications

Maximum Polyphony	64
Drum Kits	36 Factory kits / 16 User kits
Instruments	640+ (drums, cymbal, percussion, SFX)
Effects	Reverb, 3-band equalizer
Sequencer	Normal Mode: 80 songs Learning Mode: 20 beats, 12 rhythms, 10 patterns Resolution: 120 ticks per quarter note Maximum Note Storage: approximately 1600 notes
Tempo	30 - 280 BPM
Display	Backlit segment LCD
Connectors	10-trigger 25-pin connector snake cable input 1/8" (3.5 mm) stereo Headphone output 1/8" (3.5 mm) stereo Auxiliary input (2) 1/4" (6.35 mm) TRS trigger inputs: Tom 4 & Crash 2 (2) 1/4" (6.35 mm) TRS stereo audio outputs (main left & right) USB-B port
Wireless Technology	Bluetooth® - Classic Audio
Bluetooth® *	Qualified Against Bluetooth® Core 5.0 Range: Up to 33 ft. / 10 m Transmitter Frequency Range: 2.4 - 2.48 GHz Transmitter Power: 2 dBm
Power	9V DC, 500 mA; center-positive
Dimensions (height x width x depth)	48.0" x 50.0" x 40.0" 1219 x 1270 x 1016 mm
Weight	46.9 lbs. 21.3 kgs

Specifications are subject to change without notice.

* Bluetooth and wireless reception and range are affected by walls, obstructions, and movement. For optimal performance, place the product in the center of the room so it is unobstructed by walls, furniture, etc.

(5.6) Trademarks & Licenses

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