ALESIS
DRUMS

CRIMSON DRUM MODULE

User Guide
English

(1.0) Introduction

(1.1) Box Contents

Crimson III Drum Module

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

Power

Computer*

Speakers*

Smartphone, MP3 player, etc.*

Optional expansion tom available separately.

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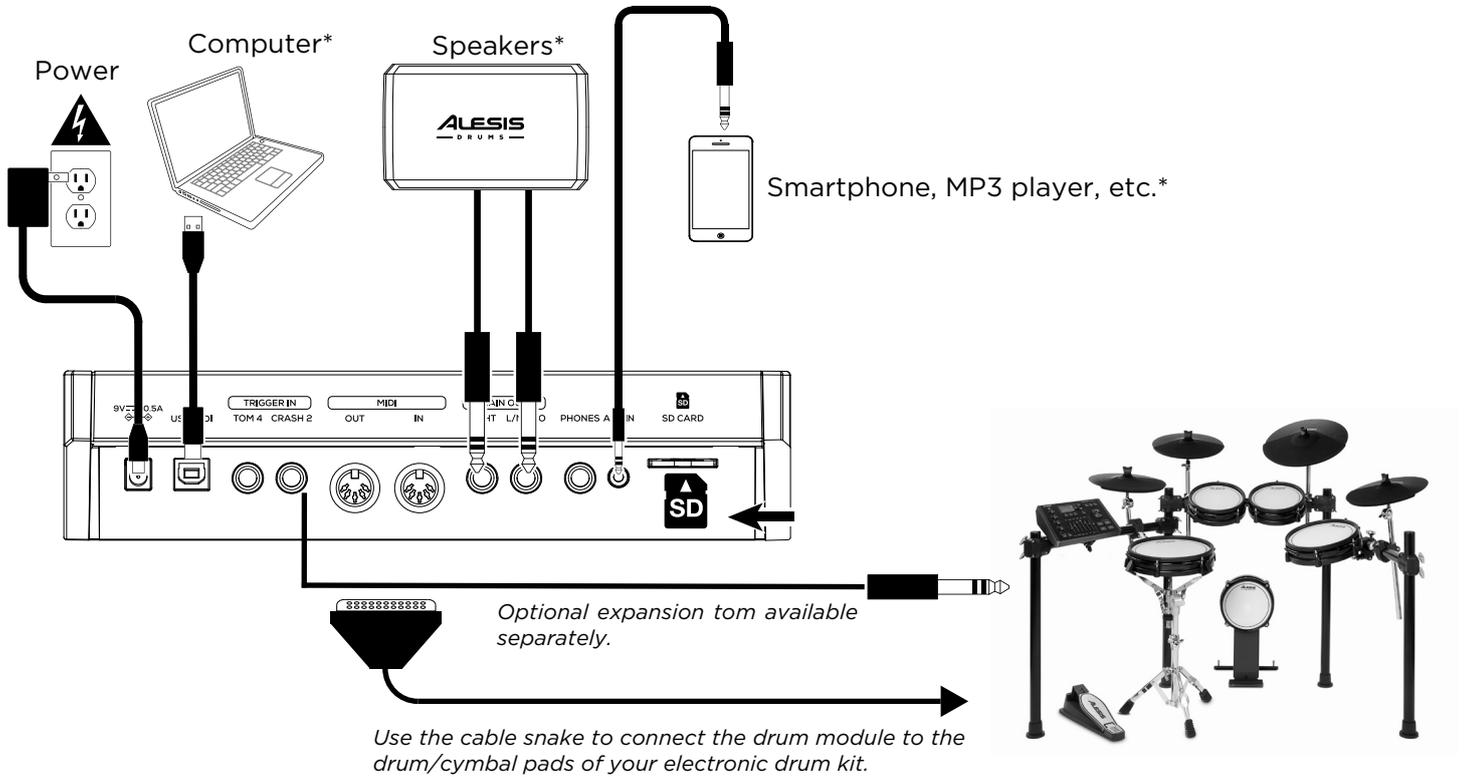
(2.0) Features

(2.1) Top Panel
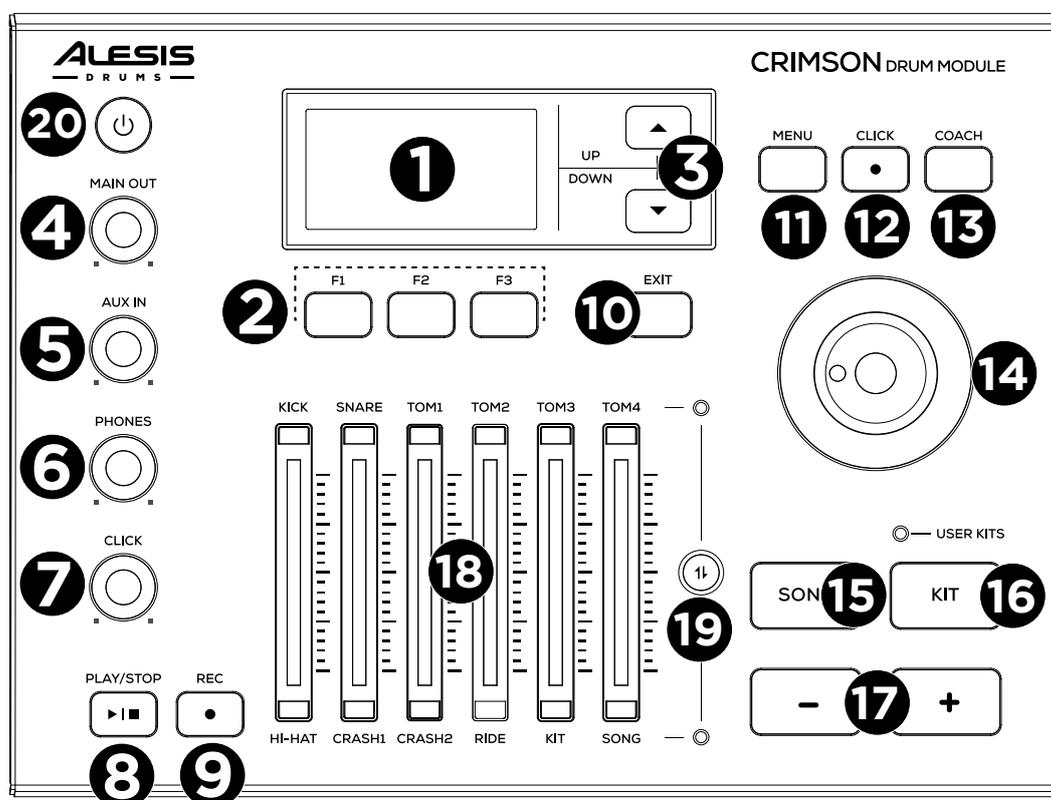
1. **LCD Display**

   This displays the names and parameters of kits, sounds, songs, and menu settings. See the *Display* section for more details.

2. **F1 ~ F3 Buttons**

   Press to activate the corresponding on-screen functions seen at the bottom of the display.

3. **∧/∨ Buttons**

   Press to move the cursor to select a parameter on the display.

4. **Main Out Knob**

   Turn to adjust the output volume for the **Main Output**.

5. **Aux In Knob**

   Turn to adjust the input volume for the **AUX In**.

6. **Phones Knob**

   Turn to adjust the volume for the **Phones** output.
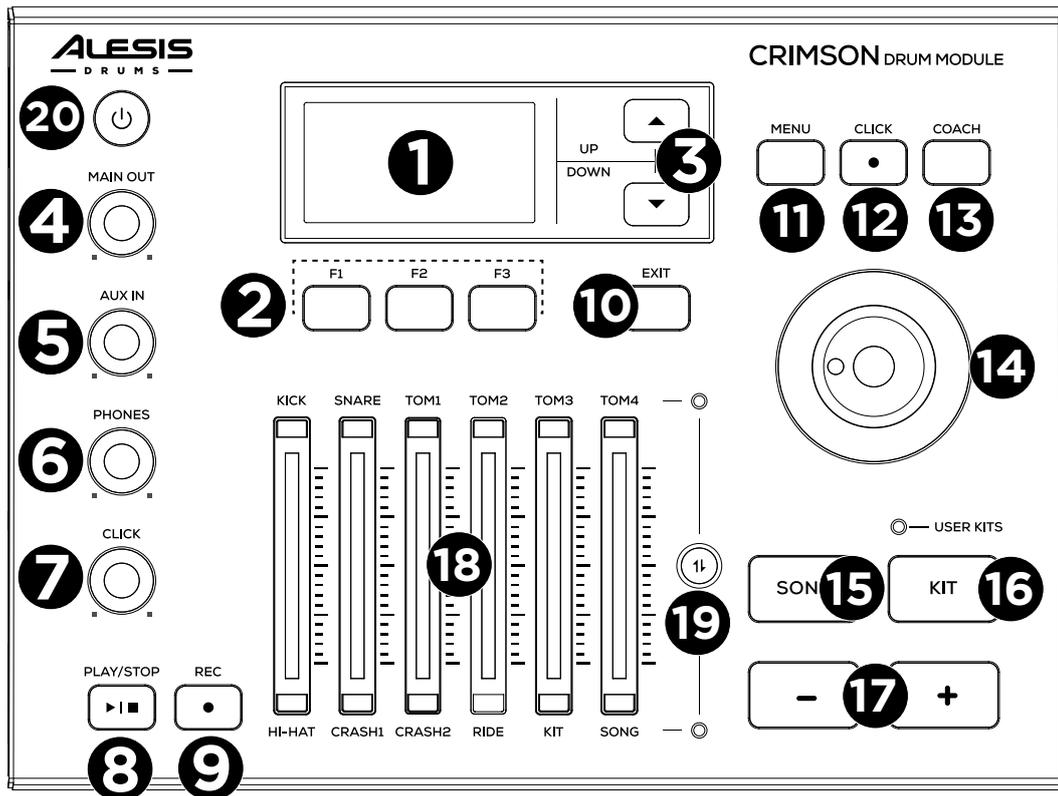
7. Click Knob

Turn to adjust the click volume.

8. Play/Stop Button

Press to start/stop playing a song.

9. Record Button

Press to enter Record mode. See the *Recording a Song* section for more details.

10. Exit Button

Press to return to a higher-level menu section.

11. Menu Button

When a Kit is displayed, press this button to enter the Kit mode menu.

When a Song is displayed, press this button to enter the Song mode menu.

12. Click Button

Press to start/stop the click or edit the click setting.

13. Coach Button

Press to enter Coach mode. See the *Coach Mode* section for more details.
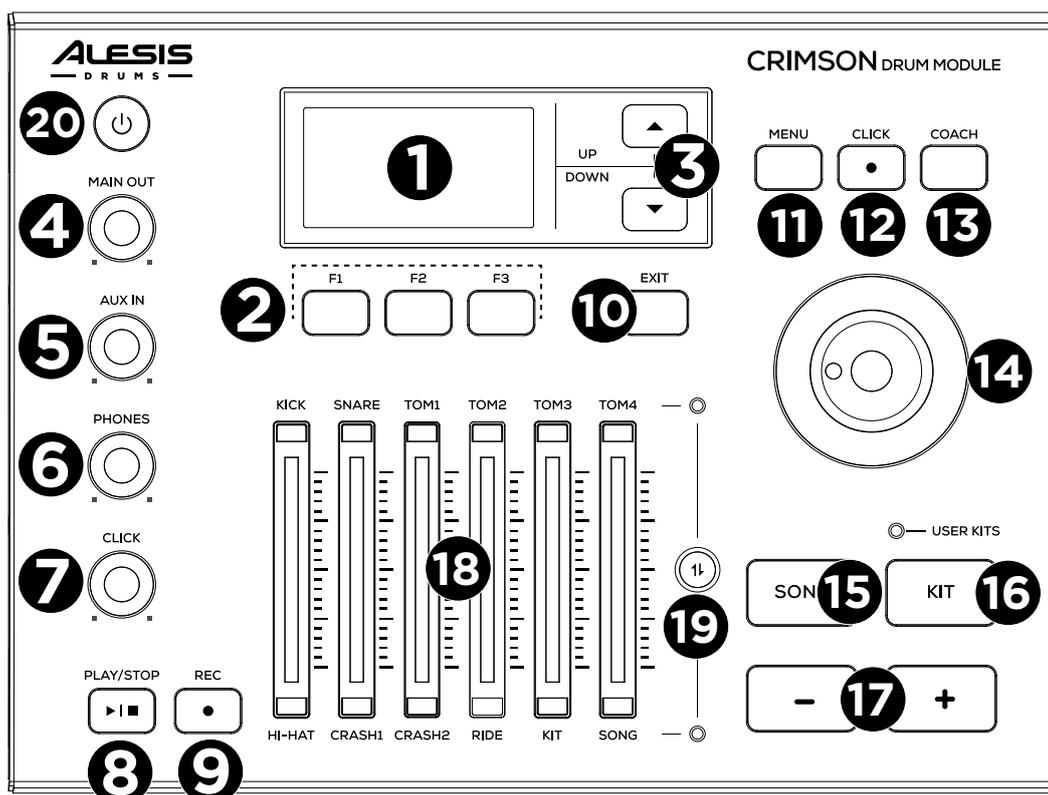
14. Data Dial

Turn to adjust the parameter setting on the display.

15. Song Button

Press to enter Song mode. See the *Songs* section for more details.

16. Kit Button

Press to enter Kit mode. See the *Drum Kits* section for more details.

17. -/+ Buttons

Press to select a drum kit or increase/decrease a value on the display.

18. Volume Faders

Move to adjust the volume level of the upper or lower items.

19. Volume Fader Control Button

Press to toggle the faders between the upper and lower items.

20. Power Button

Press to turn the power on or off.

(2.2) Rear Panel
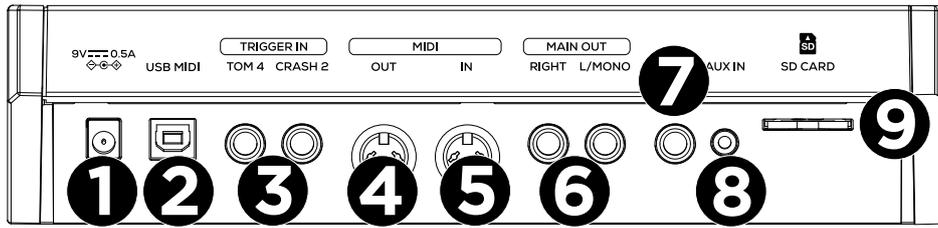
1. **Power Input**

   Connect the included 9V, 0.5A Center Positive power adapter here.

2. **USB MIDI**

   Connect a USB-A cable from here to a computer to transmit or receive MIDI data.

3. **TOM 4, CRASH 2 (1/4" TRS)**

   Connect 1/4" [6.35 mm] TRS cables here to an additional Tom or Crash cymbal.

4. **MIDI Out**

   Connect an external MIDI device here to transmit MIDI data.

5. **MIDI In**

   Connect an external MIDI device here to receive MIDI data.

6. **Main Output (1/4" [6.35 mm])**

   Connect these outputs to a mixer or speakers. Use both the L/MONO and R jacks for stereo output, or use just the L/MONO jack for mono output.

7. **Phones (1/4" [6.35 mm])**

   Connect headphones here to listen to the sound from the drum module.

8. **AUX In (1/8")**

   Connect an external audio player here for you to play along.

9. **SD Card Slot**

   Insert an SD card here to play songs or load sound samples.

(2.3) Display
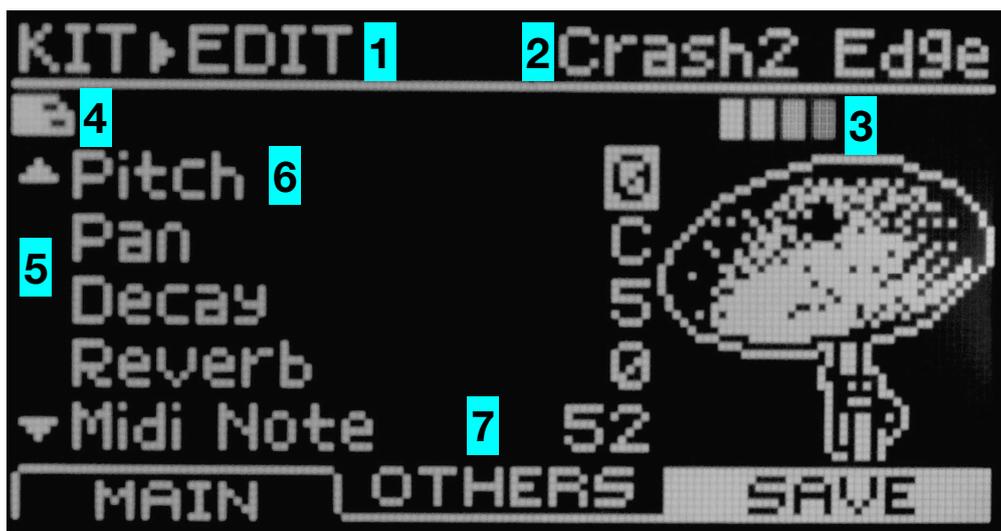
1. **Menu**

   Displays the current menu, such as "Kit", "Song", "Coach", and "Click".

2. **Pad Name**

   Displays the selected pad name, such as "Kick", "Snare Head", and "Snare Rim".

3. **Strike Strength**

   Displays 8 bar segments that show the current striking strength.

4. **External Device Icon**

   This icon will be illuminated when an SD card is inserted.

5. **Move Cursor Up/Down Prompt**

   This area shows that the ∧/∨ buttons can be pressed to view more parameters.

6. **Parameter Details**

   Displays details for the parameter settings.

7. **F1, F2, F3 Indicators**

   Displays the functions for the F1 - F3 buttons.

(3.0) Setup

(3.1) Connecting the Pads and Pedals

Note: always turn off the power of all devices before making any connection.

Use the provided cable snake and 1/4″ cable to connect the pads to the Cable Snake Connector on the bottom panel and TRIGGER IN - CRASH 2 jack on the rear panel of the drum module. Make sure each pad is connected to the corresponding trigger input jack.

Refer to the *Assembly Guide* included with the kit for details on assembling the drum stand, attaching drum pads, and connecting the drum module.

(3.2) Getting Ready to Play

1. Connect the included power adapter to the power input on the drum module's rear panel.

2. Connect the other end of the power adapter to an appropriate power outlet.

   Note: Before turning on the power, make sure you have completed all necessary connections (pads, audio devices, etc.) and the volume levels of all devices are set to a minimum setting.

3. Press the **Power** button to turn on the drum module.

4. Turn on your speakers or use headphones to listen.

5. Press the **Kit** button to enter the Kit menu.

6. Use the **Selection ∧/∨** buttons to select the number parameter next to the kit name so that its highlighted. Then use the **data dial** or the **-/+** buttons to select a drum kit.

7. Press the **F1** button, selecting **Sound** to enter the Sound menu.

8. Strike the pad that you want to edit. The display will show the current pad name and the sound name. You can also use the cursor dial to move the cursor to the trigger name, then use the **data dial** to select a trigger/pad.

9. Use the cursor to move to the sound name, then use the **-/+** button or **data dial** to select a sound.

10. Adjust the **Main Out Knob** or **Phones Knob** volume while striking the pads until you get an appropriate volume level.

Turning Off the Power

1. Set the volume level of the drum module and the connected audio device to minimum.

2. Turn off the connected audio device.

3. Hold the **Power** button until the drum module is turned off.

Auto Power Off

In order to save energy, your drum module has the ability to automatically turn off after 30 or 60 minutes if it is not in use (playing, striking, pressing any button, etc.). You can enable or disable this function in the **Kit** > **Menu** > **Options** menu.

Factory Reset

Follow these steps to reset the drum module to factory settings.

1. Enter into Kit mode by pressing the **Kit** button.

2. Press the **Menu** button entering into Kit Menu.

3. Press the **Selection ∨** button until Factory Reset is highlighted/selected.

4. Press the **F3/Enter** button.

5. Use the **Selection ∧/∨** buttons to choose from one of the following Factory Reset options.

   a. Kit Reset

   b. Song Reset

   c. Trigger Reset

   d. Sound Reset

   e. All Reset

6. Press the **F3/Enter** button once you have highlighted the item you would like to reset to its factory default settings.

(3.3) Playing Techniques

Similar to an acoustic drum kit, the electronic drum and cymbal pads respond differently to various playing techniques and dynamics.

All of the Crimson III pads are velocity sensitive. The timbre of some sounds may change depending on the striking strength.

The Crimson III module supports some functionality that is not present on all included components of your Crimson III drum kit. For example, the included Ride pad is a triple zone ride that supports Edge, Bow, and Bell hits, where the crash only supports Bow hits.

Head

Pads:

Pad: The snare and the tom can detect head shot and rim shot. The snare also supports cross stick.

Head Shot: Strike only the head of the pad.

Head   Rim

Rim Shot: Strike the head and the rim of the pad simultaneously. Or strike only the rim of the pad.

Cross Stick (X-Stick): When X-STICK is in use, it will produce a cross-stick sound when striking softly the rim of the snare, or it will produce a rim shot sound when striking forcefully the rim of the snare.

Rim

Bow
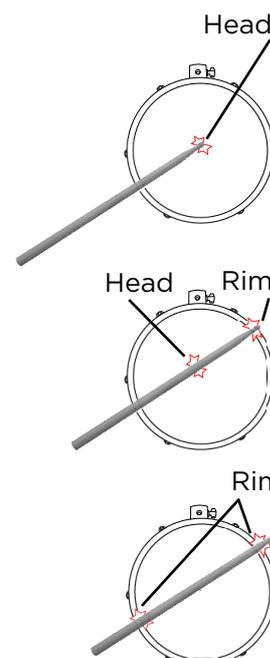
Cymbals:

Cymbal Bow Shot: Strike the middle area of the cymbal (between the bow and the edge).

Cymbal Edge Shot: Strike the edge area of the cymbal.

Edge

Cymbal Bell Shot: Strike the bell area of the cymbal.

Choke Play: The crash and the ride support choke play. Just after hitting the crash/ride, immediately choke the edge with your hand to mute the crash/ride sound.

Bell

Choke
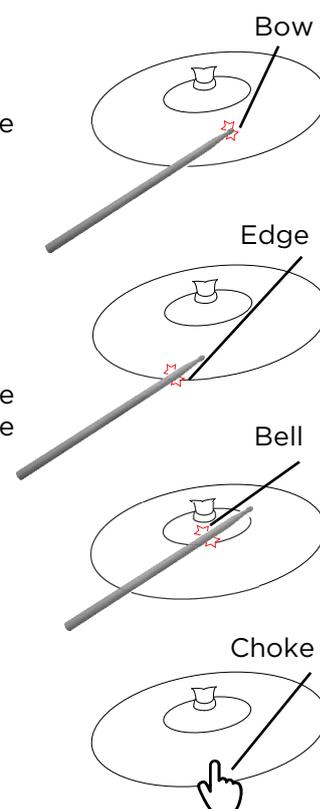
Hihat:

Hihat Pedal Change: Press the pedal down to different positions, the sound of striking the hihat cymbal will change. This is similar to an acoustic hihat.

Open Hihat: Strike the hihat cymbal without pressing the pedal.

Closed Hihat: Strike the hihat cymbal when the pedal is fully pressed.

Hihat Pedal: Press the hihat pedal (without striking the hihat cymbal) to create a foot-close sound.

Splash: From an open position, push the pedal down to the bottom, then quickly release your foot from the pedal, causing the cymbal to ring out.

(4.0) Drum Kits

(4.1) Preset Drum Kit and User Kit

The Crimson III drum module provides a variety of preset drum kits and user kits. Select your favorite drum kit, edit the parameters, and then save it to a user kit.

The Crimson III module supports some functionality that is not present on all included components of your Crimson III drum kit. For example, the included Ride pad is a triple zone ride that supports Edge, Bow, and Bell hits, where the crash only supports Bow hits.
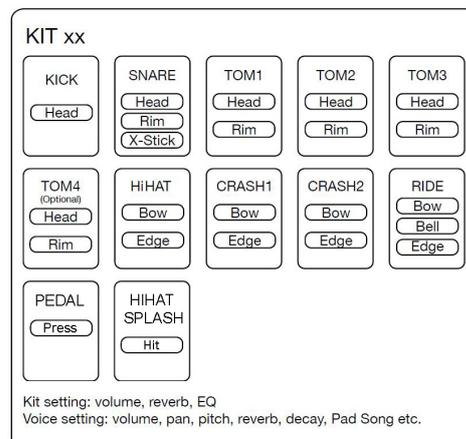

Selecting a Drum Kit

1. Press the **Kit** button to enter the Kit menu. The display will show the current kit name, number, and volume. Press the **Kit** button to toggle between preset kit and user kit.

2. Use the **data dial** or the **-/+** buttons to select a drum kit.

3. Use the **Selection ∨** button to select the volume parameter, then use the **data dial** or the **-/+** buttons to adjust the kit volume.

Function of the F1 - F3 buttons in the Kit menu:

Button	Function	Description
F1	SOUND	Edit sound parameters.
F2	EFFECT	Edit kit effect.
F3	XSTICK	Turn X-stick on or off.

In the Kit menu, press the **F1 - F3** buttons to enter the related submenu. In a sub-menu, use the **Selection ∧/∨** buttons to select a parameter, then use the **data dial** or the **-/+** buttons to adjust the value.

Editing a Kit

1. Press the **Kit** button, then press the **F1 (Sound)** button to enter the Sound menu.

2. In the Sound menu, you can change the pad sound and adjust sound parameters. Use the **Selection ∧/∨** buttons to select a parameter, then use the **data dial** or the **-/+** buttons to adjust the value.

3. After editing the parameters, press the **F3 (Save)** button to save it to a user kit; otherwise the edited data will be lost when you change the kit.

Function of the F1 – F3 buttons in the Sound menu:

Button	Function	Description
F1	MAIN	Edit main parameters of sound.
F2	OTHERS	Edit other parameters of sound.
F3	SAVE	Save the settings to a user kit.

(4.2) Sounds

Editing Sound Parameters (Main)

1. Press the **Kit** button, then press the **F1 (Sound)** button to enter the Sound menu. The display will show the main parameters of the Sound menu.

2. Strike the pad that you want to edit or use the **Selection ∧/∨** buttons to move the cursor to the trigger/pad name, then use the **data dial** or the **-/+** buttons to select a trigger/pad.

3. Use the **Selection ∧/∨** buttons to move the cursor to the sound name, then use the **data dial** or the **-/+** buttons to select a sound.

4. Use the **Selection ∧/∨** buttons to move the cursor to the volume, then use the **data dial** or the **-/+** buttons to change the volume level.
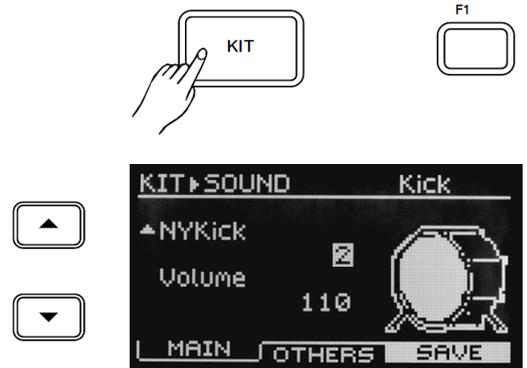
Main sound parameters and their range:

Parameter	Range	Description
Sound number	1 – 471	Selects a sound number.
Sound volume	0 – 127	Adjust the sound volume.

Note: The display will show the "∧" or "∨" icon on the leftmost side when the **Selection ∧** or **∨** button is available to use.

(4.2.1) Editing Sound Parameters (Others)

1. Press the Kit button, then press the **F1 (Sound)** button.

2. Press the **F2 (Others)** button to enter the Edit menu. The display will show a list of sound parameters.

3. Strike the pad that you want to edit or use the **Selection ∧/∨** buttons to move the cursor to the trigger/pad name, then use the **data dial** or the **-/+** buttons to select a trigger/pad.

4. Use the **Selection ∧/∨** buttons to select a parameter, then use the **data dial** or the **-/+** buttons to change the value.

(4.2.2) Changing MIDI Notes

To change the MIDI notes for a trigger/pad:

1. Press the Kit button, then press the **F1 (Sound)** button.

2. Press the **F2 (Others)** button to enter the Edit menu.

3. Strike the pad that you want to edit or use the **Selection ∧/∨** buttons to move the cursor to the trigger/pad name, then use the **data dial** or the **-/+** buttons to select a trigger/pad.

4. Use the **Selection ∧/∨** buttons to select the **MIDI note** option, then use the **data dial** or the **-/+** buttons to change the value.

Trigger	MIDI	Trigger	MIDI
Kick	36	Ride Bow	51
Snare Head	38	Ride Edge	59
Snare Stick	37	Ride Bell	53
Snare Rim	40	Crash1 Bow	49
Tom1 Head	48	Crash1 Edge	55
Tom1 Rim	50	Crash2 Bow	57
Tom2 Head	45	Crash2 Edge	52
Tom2 Rim	47	Hihat Bow	46/42
Tom3 Head	43	Hihat Edge	26/22
Tom3 Rim	58	Pedal	44
Tom4 Head	41	Hihat Splash	21
Tom4 Rim	39		

Sound parameters and their range:

Parameter	Range	Description
Pitch	-8 – +8	Adjusts the pitch.
Pan	L8 – C – R8	Adjusts the sound pan.
Decay	0 – 5	Adjusts the sound pan.
Reverb	0 – 127	Adjust the sound reverb level.
MIDI Note	0 – 127	The MIDI note to be sent from MIDI Out.
O MIDI Note	0 – 127	The open hihat MIDI note to be sent from MIDI Out.
C MIDI Note	0 – 127	The closed hihat MIDI note to be sent from MIDI Out.
Pad Ptn	OFF, 1 – 100	Select a song number for pad pattern. When you strike the pad, the selected song will play back.
Min Velocity	1 – 127	Set the minimum velocity. When your striking strength is smaller than this value, it will respond with the minimum velocity.
Strainer	OFF, ON	Turn the strainer effect on or off. Only for snare pad sounds that have strainer effect.

(4.3) Effects

1. Press the **Kit** button, then press the **F2 (Effect)** button to enter the Effect menu.

2. In the Effect menu, press the **F1 (Reverb)** or **F2 (EQ)** button to enter the Reverb menu or the EQ menu.
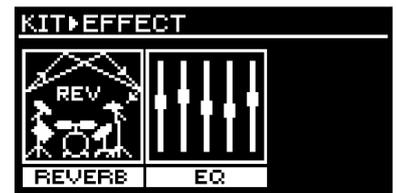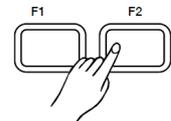
(4.3.1) Editing the Reverb Effect

1. Press the **Kit** button, then press the **F2 (Effect)** button.

2. Press the **F1 (Reverb)** button to enter the Reverb menu.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a parameter, then use the **data dial** or the **-/+** buttons to adjust the setting.

Reverb parameters and their range:

Parameter	Range	Description
Type	Room1, Room2, Room3, Hall1, Hall2, Church, Delay, Pan Delay	Select a reverb effect.
Level	0 – 127	Adjust the reverb level.
Time	0.30s – 12.00s	Set the reverb time of these effects: Room1, Room2, Room3, Hall1, Hall2, Church
	0 – 325 ms	Set the reverb time of Delay and Pan Delay.

(4.3.2) Editing the EQ Effect

1. Press the **Kit** button, then press the **F2 (Effect)** button.

2. Press the **F2 (EQ)** button to enter the EQ menu.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a parameter, then use the **data dial** or the **-/+** buttons to adjust the setting.

EQ parameters and their range:

Parameter	Range	Description
Low Freq	50 Hz – 20000 Hz	Set the cutoff frequency of the low-range.
Low Gain	-12 dB – +12 dB	Adjust the gain of the low-range.
Mid Freq	50 Hz – 20000 Hz	Set the center frequency of the mid-range.
Mid Gain	-12 dB – +12 dB	Adjust the gain of the mid-range.
Mid Q	0.00 – 12.00	Set the Q value of the mid-range. The higher the Q value, the narrower the frequency band will be and there will be less frequencies affected. The lower the Q, the wider the Q will be and there will be more frequencies affected.
High Freq	50 Hz – 20000 Hz	Set the cutoff frequency of the high-range.
High Gain	-12 dB – +12 dB	Adjust the gain of the high-range.

(4.3.3) Saving a User Kit

1. After editing the sound parameters or the effect parameters, press the **F3 (Save)** button to enter the Save menu.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a user kit name.

3. Press the **F3 (Enter)** button to enter the Rename menu. Rename the user kit by using the **Data Dial** or **+/-** buttons to change the currently selected character, and the **∧/∨** buttons to change to the next/previous character. You can enter up to 12 characters for each name.

4. After renaming, press the **F3 (Enter)** button to save it. The display will temporarily show "Save Ok!", then return to the Kit menu.
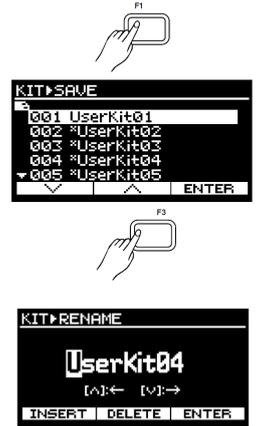
Button Operation

Button	Operation
∧/∨	Move the cursor to the left or right.
Data dial or </>	Change the character at the cursor location.
F1	Insert a space before the cursor location.
F2	Delete the character at the cursor location.
F3	Confirm and save.
Exit	Return to the previous menu.

Notes:

In the Save menu, if there's a "*" in the user kit name, it indicate this user kit is blank. If there's no "*" in the user kit name, it means this user kit has data.

Sound and effect parameters can be edited and then saved to a user kit. The unsaved edited data will be lost when you change the kit or turn off the power.

After editing kit parameters, if you do not save the edited data but directly enter Record mode, it will use the default kit settings for recording.

As long as you do not change the kit, the edited sound settings will not be lost even when you go to another menu.

(4.4) Click

Use the click to help you practice at a steady tempo.

1. Press the **Click** button to enter the Click menu and start playing the click. The button indicator will blink in sync with the click sound.

2. In Click menu, use the **Selection ∧/∨** buttons to select a parameter, then use the **data dial** or **-/+** buttons to change the setting.

3. Press the **Click** button again to exit the Click menu and stop the click. The button indicator will turn off.
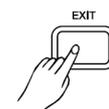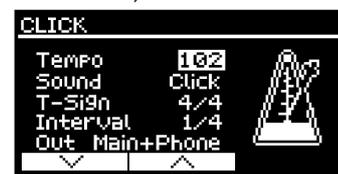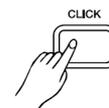
   Note: In the Click menu, if you press the **Exit** button, it will exit the Click menu, but will not stop the click sound.

Click parameters and their range:

Parameter	Range	Description
Tempo	30 – 280	Adjust the click tempo.
Sound	Click, Clave, Stick, CoClick, FmClick, Voice1, Voice2	Select the click sound.
T-Sign	0/2 – 9/2, 0/4 – 9/4, 0/8 – 9/8, 0/16 – 9/16	Set the time signature.
Interval	1/2, 3/8, 1/4, 1/8, 1/12, 1/16	Set the rhythm of the click.
Out	Phone, Main+Phone	Select the output channel of the click sound.

(4.5) Songs

The Crimson III drum module provides a variety of songs to select from. Try selecting your favorite songs and playing along with them.

(4.5.1) Playing Preset Songs

1. Press the **Song** button to enter the Song Module menu.

2. Use the **Selection ∧/∨** buttons to move the cursor to the song number or the volume, then use the **data dial** or the **-/+** buttons to change the song number or song volume.

3. Press the **Play/Stop** button to start/stop playing the song. During playback the display will show the measure count.

4. When in the Song ▶ Module menu, press the **F1 (List)** button to enter the List menu. Then use the **Selection ∧/∨** buttons, the **data dial**, or **-/+** buttons to select a song from the list.

5. When in the List menu, press the **F1 (Group)** button to toggle between the preset songs and user songs. After selecting a song from the list, press the **Song** button to go back to the Song menu.

6. When in the Song Module menu or the List menu, press the **F3 (Tempo)** button to show the current tempo, then use the **data dial** or **-/+** buttons to adjust the tempo.

Song groups and their range:

Song	Group	Range	Description
Preset	Ptn	1 – 100	Pattern is rhythmic music. When a pattern is finished, it will automatically start again from the beginning until you press the **Play/Stop** button.
User	User	101 – 110	User recorded songs

(4.5.2) Playing Songs from SD Card

The drum module supports playing MP3, WAV, and MIDI files from an SD card. The default song folder on the SD card is "/SONG". The drum module can recognize up to 99 songs in this folder. If you have more than 99 songs, create a different folder for the other songs. The drum module supports up to 99 folders in the root directory of the SD card. To play songs from a different folder, press the **Song** button, then press the **Menu** button to select a song folder for playback.

1. Press the **Song** button to enter the Song menu.

2. Insert an SD card, the display will show the SD card icon. Press the **F2 (Card)** button to enter the SD Card menu. You can play these song file types from the SD card: MP3, WAV, and MIDI. When in the SD card menu, use the **F2** button to toggle between the SD card songs and preset songs.

3. Press **F1 (List)** to enter the List menu and select a song to play.

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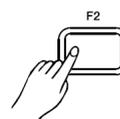
Notes:

These are the format requirements when loading songs from an SD card:

- MP3 Bit Rate: up to 320 kbps. Sample Rate: up to 48 kHz

- WAV files: 16-bit. Sample Rate: up to 48 kHz

- MIDI Format: Format 0 and 1. Up to 32 tracks

- PPQN: Up to 480, max capacity of 128 kbytes

- You can adjust the tempo of MIDI songs and the click, but cannot change the tempo of MP3 and WAV songs.

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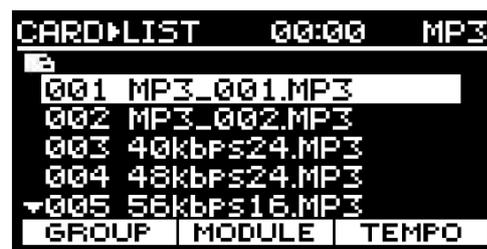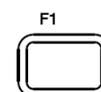
(4.5.3) Playing Along with Song Playback

Select a preset song or SD card song, then press the **Play/Stop** button to start playing the song. Strike the drum pads to play along with the song.

If you are playing a preset song or a MIDI song from SD card, press the **F3 (Tempo)** button and use the **data dial** or the **-/+** buttons to adjust the tempo.

Press the **Click** button to turn the click on or off.

(4.5.4) Recording a Song

You can enter Record mode in two ways:

- From the Kit menu, press the **Record** button to enter Record mode. It will only record your drum performance.

- From the Song menu, press the **Record** button to enter Record mode. It will record your drum performance and the current song.

The operation for MIDI recording and WAV recording is the same. If you want to enable WAV recording, insert an SD card in advance. Below is an example of MIDI recording.

1. Press the **Record** button to enter Record mode. By default it enables MIDI recording. The click will automatically turn on. To mute the click sound, press the **Click** button.

2. In Record mode, use these buttons to adjust the settings for recording:

   - Use the **data dial** or **-/+** buttons to select a user song slot for saving the recording.

   - Press the **F1 (P-CNT)** button to turn the count-in function on or off.

   - Press the **F3 (Tempo)** button to display the tempo value temporarily.

   - Use the **data dial** or **-/+** buttons to adjust the tempo for recording.

   - Press the **F2 (Card)** button to enter the WAV recording menu.

3. Press the **Record** button or strike a pad to start recording. In MIDI recording, the click sound will not be recorded. When recording WAV files, the click will be recorded.

   <mark>Note: During recording, only these buttons are available: **F3 (Stop)**, **Click**, **Exit**, and **Play/Stop**.</mark>

Stop and Save Recording

1. During recording, press the **F3 (Stop)**, **Play/Stop**, or the **Exit** button to stop recording. It will enter the Rename menu.

2. Use the ∧/∨ buttons to rename your user song.

Button Operation

Button	Operation
∧/∨	Move the cursor to the left or right
Data dial or </>	Change the character at the cursor location
F1	Insert a space before the cursor location
F2	Delete the character at the cursor location
F3	Confirm and save
Exit	Exits the Rename menu and saves the user song with the default name "U_Song_xx"

Notes:

It doesn't support renaming a user song in WAV recording. When you stop, the recording will be saved using the name "SONG_xxx". You can record up to 30 minutes in each WAV recording.

In the Rename menu, you can enter up to 12 characters for each name.

When a user kit is used for MIDI recording, if you change the user kit setting, when you play back this user song, it will sound different from recording.

If you set the click output channel to "Main+Phone", when in WAV recording, the click sound will also be recorded.

(4.6) Coach Mode

Coach mode is a practice mode specially designed for beginners to help improve playing accuracy, speed, stamina, and other skills. This consists of three sub modes: Quiet Count, Beat Check, and Change Up. Score function is available in Beat Check and Change Up.

(4.6.1) Quiet Count

Quiet count helps you practice at maintaining steady timing and tempo. This first plays a demo, then mutes the sound so that you can practice by striking the pads in quiet count.

1. Press the **Coach** button, then press the **F1 (Quiet)** button to enter the Quiet Count menu.

Parameter	Range	Description
♩ ♩ ♫ ♪♪♪ ♫♫	001 ~ 005	Select a beat type for practice.
Mode	1-1, 2-2, 1-3, 1-1	1-1: one measure of demo and one measure in quiet count. 2-2: two measures of demo and two measures in quiet count. 1-3: one measure of demo and three measures in quiet count.
Measure Hint	ON, OFF	Turn the accent hint on or off.
Tempo	30 ~ 280	Adjust the tempo.
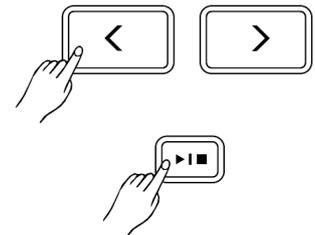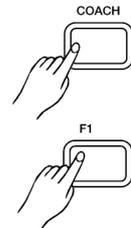
2. Press the **Play/Stop** button to start the practice. It first plays a count-in, then the practice starts. It first plays the demo with the click sound.

   When the demo stops, the click sound will be muted and "HIT!" will appear on the display. Strike the pad in the demonstrated tempo. The display will show the accuracy of each strike. During the practice, press the **F3 (Tempo)** button to adjust the tempo.

3. Press the **Play/Stop** button again to stop the practice.

Note: During the practice, you can track the accuracy of each strike on the display.

(4.6.2) Beat Check

Beat Check provides up to 15 different beats for practice to improve your playing accuracy, with or without the click. Your practice will be scored when the score function is in use.
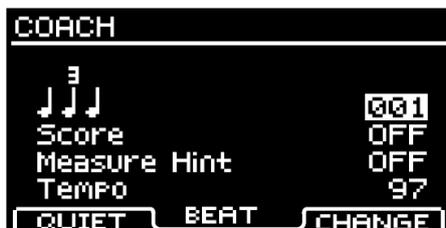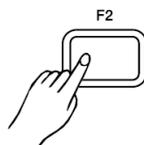
Parameter	Range	Description
(note symbols)	001 – 015	Select a beat type for practice.
Score	OFF, ON (8Meas), ON (16Meas), ON (32Meas	Turn the score function on or off. Select the number of measures for practice.
Measure Hint	ON, OFF	Turn the accent hint on or off.
Tempo	30 – 280	Adjust the tempo.

1. Press the **Coach** button, then press the **F2 (Beat)** button to enter the Beat Check menu.

2. Press the **Play/Stop** button to start the practice. It first plays a count-in, then the practice begins. Follow the click sound and strike the pad. The display will show the accuracy of each strike. During the practice, press the **F3 (Tempo)** button to adjust the tempo.

3. Press the **Play/Stop** button again to stop the practice.

Note: If you turn on the score function, when you practice for the selected number of measures, it will stop automatically and your practice will be scored.
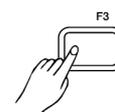
Change Up

Change Up helps to improve the skill to play with varying rhythms. It changes the beat type every two measures.

Parameter	Range	Description
(beat type notation)	001 – 003	Select a beat type for practice.
Score	OFF, ON (2 Loop), ON (4 Loop)	Turn the score function on or off.
Measure Hint	ON, OFF	Turn the accent hint on or off.
Tempo	30 – 280	Adjust the tempo.

1. Press the **Coach** button, then press the **F3 (Change)** button to enter the Change Up menu.

2. Press the **Play/Stop** button to start the practice. It first plays a count-in, then the practice begins. The display will show the accuracy of each strike. Just before the beat changes, the note icon will blink on the display to indicate the beat will change in the next measure. During the practice, press the **F3 (Tempo)** button to adjust the tempo.

3. Press the **Play/Stop** button again to stop the practice.

Note: If you turn on the score function, when you practice for the selected number of loops, it will stop automatically and your practice will be scored.

(4.7) SD Card

When an SD card is inserted, the display will show the SD card connection icon. The drum module supports SD cards from 4 – 64 GB in the FAT32 format. Format (erase) the SD card on the drum module if this is the first time using it with the drum module.

(4.7.1) Selecting a Song Folder for Playback

The drum module can recognize up to 99 songs in a folder. The default song folder on the SD card is "/SONG". If you have more than 99 songs, create a different folder for the extra songs. To play songs from a different folder instead of the default SONG folder, you will need to select this folder in advance.

1. Press the **Song** button, then press the **Menu** button to enter SONG ▶ MENU of the SD card.

2. By default it selects the "Song Folder", press the **F3 (ENTER)** button to enter. The display will show the folder names. Use the **Selection ∧/∨** buttons to select a folder for playback, then press the **F3 (ENTER)** button.

(4.7.2) Loading a User Sound to the Drum Module

You can load your favorite sound from the SD card to the drum module as a user sound.

1. Press the **Kit** button, then the **Menu** button. Use the **Selection ∧/∨** buttons to select "SD Card", then press the **F3 (Enter)** button to enter.

2. Use the **Selection ∧/∨** buttons to select "Load Sound", then press the **F3 (Enter)** button to enter. The display will show the WAV files in the "/ SOUND" folder on SD card.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a WAV file, then press the **F3 (Enter)** button to confirm. The display will show "Waiting..." to indicate the WAV file is being loaded to the drum module. The loading process may take a few minutes.

Notes:

Supported WAV files: Format – 16-bit, Sample Rate - 11.025k, 22.05k, 32k, 48k, 44.1k.

Up to 99 WAV files can be placed in the "/SOUND" folder on the SD card. The total size of the loaded WAV files must be less than 15 MB.

If the display shows "Unsupported file", this indicates the WAV file format is not correct.

Deleting or editing a single user sound is not possible. When the user sound memory is full, you can delete all user sounds by using the factory reset function. If a user kit included a deleted user sound, the user sound in this kit will become muted.

Imported user sounds will be placed between the preset sounds and hihat combination sounds, using the sound number of "Uxx".

(4.7.3) Loading User Kit to the Drum Module

You can load a ".KIT" file from the SD card to the drum module as a user kit.

1. Press the **Kit** button, then the **Menu** button. Use the **Selection ∧/∨** buttons to select "SD Card", then press the **F3 (Enter)** button to enter.

2. Use the **Selection ∧/∨** buttons to select "Load Kit", then press the **F3 (Enter)** button to enter. The display will show the kit files on the SD card.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a kit name, then press the **F3 (Enter)** button to enter the Kit Load menu.

4. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a user kit slot on the drum module. Then press the **F3 (Enter)** button to confirm and load. The display will show "Waiting..." to indicate the kit file is being loaded to the drum module. The loading process may take a few minutes.
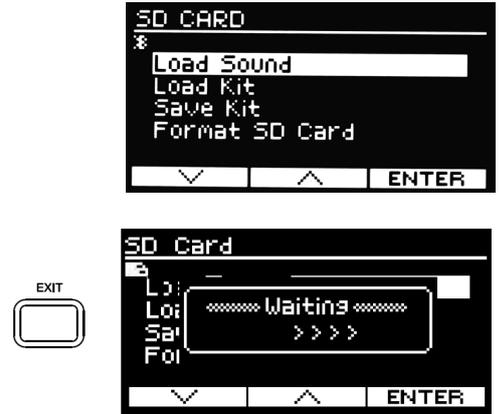
Notes:

If the size of the user sound included in the selected user kit is larger than the user sound memory on the drum module, the display will prompt "User sound memory full!". If this occurs, use these button operations:

F1 (Mute): mutes the over-sized user sound and loads the selected user kit to the drum module.

F2 (Format): erases the user sound memory on the drum module, then loads the user kit and user sound to the drum module.

F3 (Exit): cancels this operation and returns to the Load Kit menu.

(4.7.4) Saving User Kit to the SD Card

You can save the current kit to the SD card as a ".KIT" file.

1. Press the **Kit** button, then use the **data dial** or the **-/+** buttons to select a kit, and then press the **Menu** button. Use the **Selection ∧/∨** buttons to select "SD Card", then press the **F3 (Enter)** button to enter.

2. Use the **Selection ∧/∨** buttons to select "Save Kit", then press the **F3 (Enter)** button to enter. The display will show the user kit slots on the SD card.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a user kit slot, then press the **F3 (Enter)** button to enter the Rename menu. Now you can rename this user kit.

4. Press the **F3 (Enter)** button to confirm and save the kit to SD card or press the **Exit** button to cancel this operation and go back to the previous menu.

Notes:

When selecting a user kit slot from SD card, if there's an "*" icon in the kit name, this means the user kit is blank. If there's no "*" icon in the kit name, this means the user kit has data.

When you select a user kit slot that has data, the display will prompt "Overwrite The Kit File?", indicating the saving process will overwrite existing data in the selected user kit. Press the **F3 (Enter)** to confirm saving or press the **Exit** button to cancel.
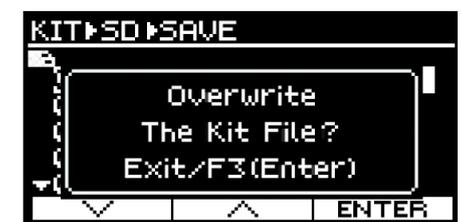
(4.7.5) Formatting the SD Card

This operation will permanently delete all data on the SD card. Backup your data before formatting.

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons to select "SD Card", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons to select "Format SD Card", then press the **F3 (Enter)** button to enter. The displays will prompt "Format the SD card? Exit/F3(Enter)".

4. Press the **F3 (Enter)** button to confirm or press the **Exit** button to cancel and go back to the previous menu.
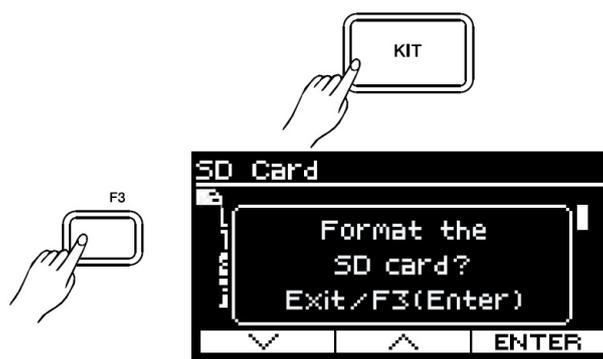
(4.8) Advanced Parameters

(4.8.1) Bluetooth Setup

The Bluetooth Setup menu has settings to transmit Bluetooth MIDI or Bluetooth audio signals, reset Bluetooth pairing, and save menu settings.

Bluetooth Audio Pairing:

1. Press the **Kit** button, then press the **Menu** button.

2. In the Pairing tab, use the **Selection ∧/∨** buttons to select "BT Audio".

3. Use the the **data dial** or **-/+** buttons to change the setting to "On". Press the **F3 (Enter)** button to save the setting, otherwise, the edited data will be lost after powering off.

4. Press the **F1 (Pairing)** button to begin searching for your Bluetooth device.

5. On your Bluetooth device, go to your Bluetooth setting menu, find "Alesis Crimson III Module 🎧", and connect. The Crimson III module display will show "Bluetooth audio is connected" when successfully paired.

   Press the **F1 (Pairing)** button again disconnect from your Bluetooth device.

Bluetooth MIDI Pairing:

1. Press the **Kit** button, then press the **Menu** button.

2. In the **Pairing** tab, use the **Selection ∧/∨** buttons to select "BT MIDI".

3. Use the the **data dial** or **-/+** buttons to change the setting to "On". Press the **F3 (Enter)** button to save the setting, otherwise, the edited data will be lost after powering off.

4. Press the **F1 (Pairing)** button to begin searching for your Bluetooth device.

5. On your Bluetooth device, go to your Bluetooth setting menu, find "Alesis Crimson III Module ", and connect. The Crimson III module display will show "Bluetooth MIDI is connected" when successfully paired.

Press the **F1 (Pairing)** button again disconnect from your Bluetooth device.

(4.8.2) Trigger Setting

As a drummer you may want to set the drum triggers to fit your playing style, to make your performance more accurate.

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "Trigger", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a parameter, then use the **data dial** or **-/+** buttons to change the setting. After editing, press the **F3 (Save)** button to save the setting, otherwise the edited data will be lost after powering off.

Trigger parameters and their range:

Parameter	Range	Description
Head (Bow) Sensi	0 – 15	Adjusts the pad sensitivity. A high value will let the pad produce a loud volume even when playing softly. A low value will let the pad produce a low volume even when playing forcefully.
Rim (Edge) Sensi*	0 – 15	Adjusts the rim sensitivity.
Threshold	0 – 15	This setting can prevent unwanted sounding, such as crosstalk from other pads. Only the trigger signals that are above the threshold level will produce sound. If you set the value to a high value, it may not produce sound when striking softly. For example, signal B will produce sound but signal A and C will not. Adjust the threshold by first setting the value to a low level. Then increase this value gradually as you strike a pad. Repeat this process until you get an appropriate level.
Head/Rim Adj	0 – 15	Adjust the response of head shot and rim shot (for snare and tom only).
XStick Point	--, 0 – 8	This sets the cross stick of the snare. A higher value makes it easier to produce a cross-stick sound. When the value is set to "0", only a rim shot sound is produced. **Note:** This setting only works when X-Stick is turned on in the Kit menu.
XTalk Cancel	0 – 15	This setting helps to avoid triggering an adjacent pad when a pad is hit. **Note:** If the value is set too high, when two pads are played simultaneously, the one that is struck less forcefully may not produce sound. Set this parameter to a lower value to prevent crosstalk.
VibrateCancel	0 – 7	This setting helps to prevent vibration interference caused by closing the hihat pedal. A higher value makes it easier to prevent interference. **Note:** If the value is set too high, some sounds may be omitted when playing the hihat.

*The Crimson III module supports some functionality that is not present on all included components of your Crimson III drum kit. For example, the included Ride pad is a triple zone ride that supports Edge, Bow, and Bell hits, where the crash only supports Bow hits.

Parameter	Range	Description
Curve	Normal, EXP-1, EXP-2, LOG-1, LOG-2, Loud	The velocity curve settings adjust the sound volume based on how hard a pad is struck. Adjust this setting until the response lets you feel as natural as possible.
RetrigCancel	0 – 15	This setting prevents "re-triggering" when a pad is hit only once. If re-triggering happens, increase this value while repeatedly striking the pad, until re-triggering no longer occurs. **Note:** Setting the value too high may make it easy for sounds to be omitted when playing drums fast (such as rolls).
Close Point	0 – 2	Adjust the close point position. "0" = the end position. "1" = the middle position. "2" = the upper position.
Pedal Sensi	0 – 15	Adjusts the sensitivity of the hihat pedal.
Splash Sensi	0 – 5	Adjust the splash sensitivity. The higher value, the easier to achieve splash.
Bell Sensi	0 – 15	Adjust the sensitivity of cymbal bell.

Curve description:

Curve	Description
Normal	The relation between the striking force and the sound volume is linear.
EXP1, EXP2	Soft strikes produce a small change in volume. Stronger strikes produce a big change in volume.
LOG1, LOG2	Soft strikes produce a big change in volume. Stronger strikes produce a small change in volume.
Loud	Even soft strikes will produce a loud sound.
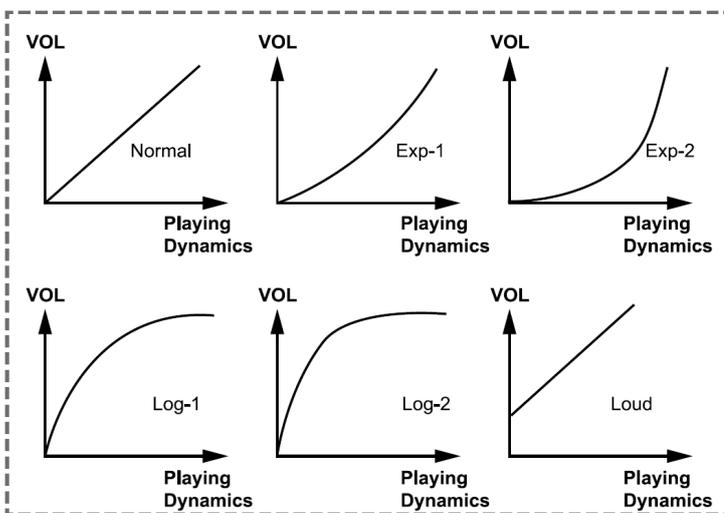
(4.8.3) Hihat Type

1. Make sure the hihat is assembled as instructed in the Assembly Guide.

2. Connect the drum module's trigger cable to the hihat.

3. Connect the drum module's trigger control cable to the hihat control.

4. Turn on the drum module, and use these procedures to set the hihat type.

    • Press the **Kit** button, then press the **Menu** button.

    • Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "Hihat Type", then press the **F3 (ENTER)** button to enter the setting menu.

    • Use the **data dial** or **-/+** buttons to select the hihat type.

    • Press the **F3 (Enter)** button to save the edited setting. It will use this setting the next time the drum module is powered on.

Setting description:

Hihat pedal: This is the included hihat setup. Using this setting the hihat is controlled by a separate hihat control pedal.

Real Hihat: With this setting the hihat is mounted on a hihat stand using the Alesis Real Hihat sensor.

Note: If you want to set parameters of the real hihat control pedal, refer to the owner's manual for your real hihat and set the parameters it recommends for it in the Trigger menu.

(4.8.4) Main Compressor

You can limit the peak of the sound level to make the kits overall dynamics more consistent and balanced.

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "Main Compressor", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a parameter, then use the **data dial** or **-/+** buttons to change the setting. After editing, press the **F3 (Save)** button to save the setting, otherwise, the edited data will be lost after powering off.
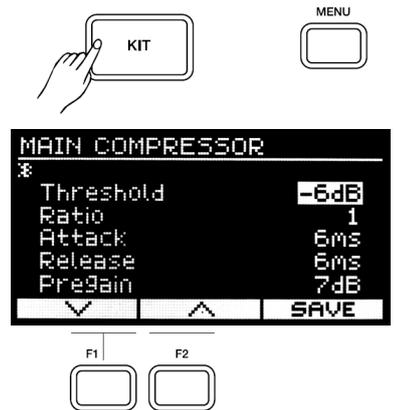
Compressor parameters and range:

Parameter	Range	Description
Threshold	-30 dB – 0 dB	Set the signal level at which the compressor starts working.
Ratio	1 – 25	Set the compressor ratio.
Attack	6 ms – 50 ms	Set the attack time.
Release	6 ms – 699 ms	The release time before the effect.
PreGain	-60 dB – 12 dB	Set the pre-gain.

(4.8.5) MIDI Setup

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "MIDI Setup", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a parameter, then use the **data dial** or **-/+** buttons to change the setting. After editing, press the **F3 (Enter)** button to save the setting, otherwise, the edited data will be lost after powering off.
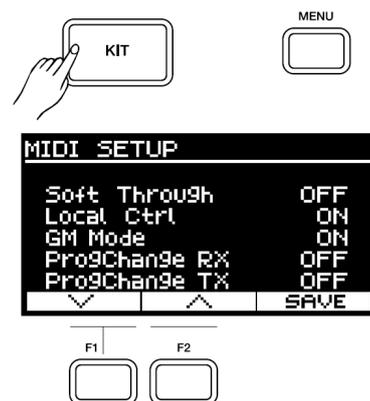
MIDI Setup parameters and their range:

Parameter	Range	Description
Soft Through	ON, OFF	MIDI data received from the MIDI IN will be transmitted to the MIDI Out.
Local Ctrl	ON, OFF	ON: When striking a pad, the drum module will produce sound and send MIDI data to the MIDI Out. OFF: When striking a pad, the drum module's sound will be muted but will send MIDI data to the MIDI Out.
GM Mode	ON, OFF	ON: The MIDI IN will respond to the GM drum kit. OFF: The MIDI IN will respond to the local drum kit.
ProgChange RX	ON, OFF	ON: Receive MIDI Program Change data on channel 10. OFF: Ignore MIDI Program Change data from channel 10.
ProgChange TX	ON, OFF	ON: Sends MIDI Program Change data from channel 10 when changing the kit. OFF: Does not send MIDI Program Change data from channel 10 when changing the kit.

(4.8.6) Options

Auto Power Off

The drum module will automatically turn off after a period of time if it is not in use.

Note: If you're playing music, recording, or receiving MIDI IN data, the drum module will not turn off after the specified period of time.

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "Options", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select Auto Power Off, then use the **data dial** or **-/+** buttons to change the setting from Off, 30, or 60 (in minutes). After editing, press the **F3 (Enter)** button to save the setting, otherwise, the edited data will be lost after powering off.
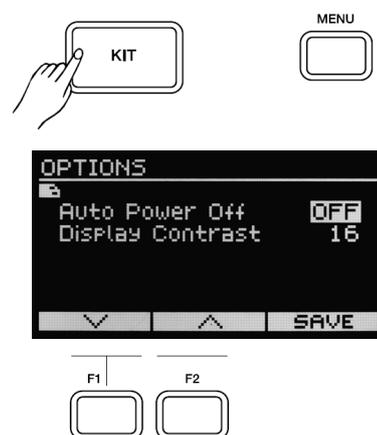
Display Contrast

The contrast of the display can be adjusted to be darker or brighter:

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "Options", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select Display Contrast, then use the **data dial** or **-/+** buttons to change the setting from 1-16. After editing, press the **F3 (Enter)** button to save the setting, otherwise, the edited data will be lost after powering off.

(4.8.7) Factory Reset

You can reset a user kit, user song, user trigger setting, or user sound, respectively.

1. Press the **Kit** button, then press the **Menu** button.

2. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select "Factory Reset", then press the **F3 (Enter)** button to enter.

3. Use the **Selection ∧/∨** buttons or the **F1/F2** button to select a parameter, then press the **F3 (Enter)** button to execute factory reset.

Note: Do not turn off the power when factory reset is in progress. If the power is turned off during factory reset, do the factory reset again, otherwise, it may affect operation.

Parameters in the Factory Reset menu:

Parameter	Description
Kit Reset	Reset all user drum kits.
Song Reset	Reset all user songs
Trigger Reset	Reset all user trigger settings.
Sound Reset	Reset all user sounds.
All Reset	Reset all user kits, user songs, user trigger settings, user sounds, MIDI settings, Option settings and Main Compressor settings.

(5.0) Appendix

(5.1) Kits

1	NY Maple	21	Dubstep
2	Raw Steel	22	808
3	Birch	23	909
4	Sonny	24	EDM
5	Birch 2	25	Jazz
6	Raw Steel 2	26	Percuss1
7	NY Maple 2	27	Indian
8	Sonny 2	28	African
9	Acoustic	29	Brush2
10	Fusion	30	Orch
11	Beatbox1	31	Percuss2
12	Power	32	Beatbox2
13	Live	33	Techno
14	Reggae	34	Dance
15	Vintage	35	World
16	Standrd	36	R&B
17	Funk	37	Electric
18	Brush1	38	House
19	Latin	39	Big Band
20	FunkBand	40	JazLatin

(5.2) Sounds

1	DeepBirchKick24in	43	ModCrash16in	85	Vintage Snare
2	NYKick26in	44	CstCrash18in	86	Vintage Snare Rim
3	SonnyKick18in	45	XCrash20in	87	Brush Snare 1
4	SteelKick20in	46	ByzCrash18in	88	Brush Snare Rim 1
5	CatSnare10inHead	47	ThinCrash18in	89	Brush Snare 2
6	CatSnare10inRimshot	48	HolyChina19in	90	Brush Snare Rim 2
7	ArtistSnare13inHead	49	SuperStacker	91	Live Snare
8	ArtistSnare13inRimshot	50	CrispHH13in	92	Live Snare Rim
9	OrleansSnare14inHead	51	CrispHH13inPedal	93	Orchestra Snare
10	OrleansSnare14inRimshot	52	CrispHH13inSplash	94	Orchestra Snare Rim
11	NCSnare14inHead	53	ProtoHH14in	95	Old School Snare
12	NCSnare14inRimshot	54	ProtoHH14inPedal	96	Old School Snare Rim
13	NYTom13inHighHead	55	ProtoHH14inSplash	97	R&B Snare
14	NYTom13inHighRimshot	56	DarkHH15in	98	R&B Snare Rim
15	NYTom13inLowHead	57	DarkHH15inPedal	99	Dubstep Snare
16	NYTom13inLowRimshot	58	DarkHH15inSplash	100	EDM Snare 1
17	NYTom16inHead	59	22" Standard Kick 1	101	EDM Snare 2
18	NYTom16inRimshot	60	22" Standard Kick 2	102	EDM Snare Stick
19	BirchTom13inHead	61	22" Jazz Kick	103	808 Snare
20	BirchTom13inRimshot	62	Brush Kick	104	808 Snare Rim
21	BirchTom16inHead	63	22" Acoustic Kick	105	909 Snare
22	BirchTom16inRimshot	64	Funk Kick	106	909 Snare Rim
23	BirchTom20inHead	65	Room Kick	107	Electronic Snare
24	SteelTom12inHighHead	66	Power Kick	108	Dance Snare
25	SteelTom12inHighClick	67	808 Kick	109	Dance Snare Rim
26	SteelTom12inLowHead	68	909 Kick	110	House Snare
27	SteelTom12inLowClick	69	Electronic Kick	111	House Snare Rim
28	SteelTom14inHead	70	Dance Kick	112	Beatbox Snare
29	SteelTom14inClick	71	Beatbox Kick	113	Beatbox Snare Rim
30	AveRide21inBow	72	EDM Kick	114	Techno Snare
31	AveRide21inEdge	73	Big Band Kick	115	Techno Snare Rim
32	AveRide21inBell	74	Techno Kick	116	Standard Snare Stick
33	DarkRide21inBow	75	14" Standard Snare	117	Acoustic Snare Stick
34	DarkRide21inEdge	76	14" Standard Snare Rim	118	Funk Snare Stick 1
35	DarkRide21inBell	77	14" Acoustic Snare	119	Jazz Snare Stick
36	SpecialRide21inBow	78	14" Acoustic Snare Rim	120	Funk Snare Stick 2
37	SpecialRide21inEdge	79	14" Funk Snare 1	121	Brush Snare Stick 1
38	SpecialRide21inBell	80	14" Funk Snare Rim 1	122	Brush Snare Stick 2
39	OHRide21inBow	81	14" Jazz Snare	123	Vintage Snare Stick
40	OHRide21inEdge	82	14" Jazz Snare Rim	124	Live Snare Stick
41	OHRide21inBell	83	14" Funk Snare 2	125	Beatbox Snare Stick
42	ModCrash20in	84	14" Funk Snare Rim 2	126	808 Snare Stick

127	909 Snare Stick	171	Funk Tom 2	215	Electronic Tom 5
128	Electronic Snare Stick	172	Funk Tom 2 Rim	216	Electronic Tom 6
129	Old School Snare Stick	173	Funk Tom 3	217	Electronic Tom 7
130	House Snare Stick	174	Funk Tom 3 Rim	218	Electronic Tom 8
131	Techno Snare Stick	175	Funk Tom 4	219	EDM Tom 1
132	Brush Swirl	176	Funk Tom 4 Rim	220	EDM Tom 2
133	Standard Tom 1	177	Funk Tom 5	221	EDM Tom 3
134	Standard Tom 1 Rim	178	Funk Tom 5 Rim	222	EDM Tom 4
135	Standard Tom 2	179	Funk Tom 6	223	Techno Tom 1
136	Standard Tom 2 Rim	180	Funk Tom 6 Rim	224	Techno Tom 1 Rim
137	Standard Tom 3	181	Fusion Tom 1	225	Techkno Tom 2
138	Standard Tom 3 Rim	182	Fusion Tom 2	226	Techno Tom 2 Rim
139	Standard Tom 4	183	Fusion Tom 3	227	Techno Tom 3
140	Standard Tom 4 Rim	184	Fusion Tom 4	228	Techno Tom 3 Rim
141	Standard Tom 5	185	Fusion Tom 5	229	Techno Tom 4
142	Standard Tom 5 Rim	186	Fusion Tom 6	230	Techno Tom 4 Rim
143	Standard Tom 6	187	1970's Tom 1	231	Techno Tom 5
144	Standard Tom 6 Rim	188	1970's Tom 1 Rim	232	Techno Tom 5 Rim
145	Acoustic Tom 1	189	1970's Tom 2	233	Techno Tom 6
146	Acoustic Tom 1 Rim	190	1970's Tom 2 Rim	234	Techno Tom 6 Rim
147	Acoustic Tom 2	191	1970's Tom 3	235	Dubstep Tom 1
148	Acoustic Tom 2 Rim	192	1970's Tom 3 Rim	236	Dubstep Tom 1 Rim
149	Acoustic Tom 3	193	1970's Tom 4	237	Dubstep Tom 2
150	Acoustic Tom 3 Rim	194	1970's Tom 4 Rim	238	Dubstep Tom 2 Rim
151	Acoustic Tom 4	195	808 Tom 1	239	Dubstep Tom 3
152	Acoustic Tom 4 Rim	196	808 Tom 2	240	Dubstep Tom 3 Rim
153	Acoustic Tom 5	197	808 Tom 3	241	Dubstep Tom 4
154	Acoustic Tom 5 Rim	198	808 Tom 4	242	Dubstep Tom 4 Rim
155	Acoustic Tom 6	199	808 Tom 5	243	20" Standard Ride
156	Acoustic Tom 6 Rim	200	808 Tom 6	244	20" Standard Ride Edge
157	Brush Tom 1	201	808 Tom Fx 1	245	20" Standard Ride Bell
158	Brush Tom 1 Rim	202	808 Tom Fx 2	246	22" Acoustic Ride
159	Brush Tom 2	203	909 Tom 1	247	22" Acoustic Ride Edge
160	Brush Tom 2 Rim	204	909 Tom 2	248	22" Acoustic Ride Bell
161	Brush Tom 3	205	909 Tom 3	249	20" Rock Ride
162	Brush Tom 3 Rim	206	909 Tom 4	250	20" Rock Ride Edge
163	Brush Tom 4	207	909 Tom 5	251	20" Rock Ride Bell
164	Brush Tom 4 Rim	208	909 Tom 6	252	20" Funk Ride
165	Brush Tom 5	209	909 Tom 7	253	20" Funk Ride Edge
166	Brush Tom 5 Rim	210	909 Tom 8	254	20" Funk Ride Bell
167	Brush Tom 6	211	Electronic Tom 1	255	22" Funk Ride
168	Brush Tom 6 Rim	212	Electronic Tom 2	256	22" Funk Ride Edge
169	Funk Tom 1	213	Electronic Tom 3	257	22" Funk Ride Bell
170	Funk Tom 1 Rim	214	Electronic Tom 4	258	Brush Ride 1

259	Brush Ride 2	303	Vintage Crash 1	347	Beatbox Hi-hat Pedal 1
260	22" Big Band Ride	304	Vintage Crash 1 Edge	348	Beatbox Hi-hat 2
261	22" Big Band Ride Edge	305	Vintage Crash 2	349	Beatbox Hi-hat Pedal 2
262	22" Big Band Ride Bell	306	Vintage Crash 2 Edge	350	Lo-Fi Hi-hat
263	Old School Ride	307	Latin Crash 1	351	Lo-Fi Hi-hat Edge
264	Old School Ride Edge	308	Latin Crash 1 Edge	352	Lo-Fi Hi-hat Pedal
265	Old School Ride Bell	309	Latin Crash 2	353	Lo-Fi Hi-hat Splash
266	808 Ride	310	Latin Crash 2 Edge	354	Maracas
267	Electronic Ride	311	Splash	355	Metronome Bell
268	Electronic Ride Edge	312	Splash Edge	356	Vibra-slap 1
269	Electronic Ride Bell	313	808Crash	357	Vibra-slap 2
270	Dance Ride	314	909Crash 1	358	Vibra-slap 3
271	Dance Ride Edge	315	909Crash 2	359	Synthesis Percussion 1
272	Dance Ride Bell	316	Electronic Crash 1	360	Synthesis Percussion 2
273	Dubstep Ride	317	Electronic Crash 2	361	Mute Hi Conga 1
274	Techno Ride	318	Dance Crash 1	362	Mute Hi Conga 2
275	Techno Ride Edge	319	Dance Crash 2	363	Open Hi Conga 1
276	Techno Ride Bell	320	Techno Crash 1	364	Open Hi Conga 2
277	Noise Ride	321	Techno Crash 1 Edge	365	Low Conga
278	Noise Ride Edge	322	Techno Crash 2	366	High Bongo
279	Noise Ride Bell	323	Techno Crash 2 Edge	367	Low Bongo
280	16" Standard Crash 1	324	14" Standard Hi-hat	368	High Timbale 1
281	16" Standard Crash 1 Edge	325	14" Standard Hi-hat Edge	369	High Timbale 2
282	16" Acoustic Crash 1	326	14" Standard Hi-hat Pedal	370	High Timbale 3
283	16" Acoustic Crash 1 Edge	327	14" Standard Hi-hat Splash	371	High Timbale 4
284	16" Acoustic Crash 2	328	14" Funk Hi-hat	372	High Timbale 5
285	16" Acoustic Crash 2 Edge	329	14" Funk Hi-hat Edge	373	Low Timbale 1
286	18" Jazz Crash 1	330	14" Funk Hi-hat Pedal	374	Low Timbale 2
287	18" Jazz Crash 1 Edge	331	14" Funk Hi-hat Splash	375	Low Timbale 2 Rim
288	18" Jazz Crash 2	332	Brush Hi-hat	376	Low Timbale 3
289	18" Jazz Crash 2 Edge	333	Brush Hi-hat Pedal	377	Low Timbale 4
290	16" Standard Crash 2	334	Brush Hi-hat Splash	378	High Agogo
291	16" Standard Crash 2 Edge	335	808 Hi-hat	379	Low Agogo
292	Brush Crash 1	336	808 Hi-hat Pedal	380	Claves
293	Brush Crash 2	337	808 Hi-hat Splash	381	Jingle Bell 1
294	Funk Crash 1	338	909 Hi-hat	382	Jingle Bell 2
295	Funk Crash 1 Edge	339	909 Hi-hat Pedal	383	Cowbell
296	Funk Crash 2	340	909 Hi-hat Splash	384	Bell Tree 1
297	Funk Crash 2 Edge	341	Dance Hi-hat	385	Bell Tree 2
298	Orchestra Crash 1	342	Dance Hi-hat Pedal	386	Tambourine 1
299	Orchestra Crash 2	343	Dance Hi-hat Splash	387	Tambourine 2
300	Orchestra Crash 3	344	Dubstep Hi-hat	388	Cabasa
301	Old School Crash	345	Dubstep Hi-hat Pedal	389	Long Guiro
302	Old School Crash Edge	346	Beatbox Hi-hat 1	390	Short Guiro

391	Indian 1	432	FX 1
392	Indian 2	433	FX 2
393	Indian 3	434	FX 3
394	Indian 4	435	FX 4
395	Indian 5	436	FX 5
396	Indian 6	437	FX 6
397	Indian 7	438	FX 7
398	Indian 8	439	FX 8
399	Indian 9	440	FX 9
400	Indian 10	441	FX 10
401	Indian 11	442	FX 11
402	Indian 12	443	FX 12
403	Indian 13	444	FX 13
404	Indian 14	445	FX 14
405	Indian 15	446	FX 15
406	Indian 16	447	FX 16
407	Indian 17	448	FX 17
408	African 1	449	FX 18
409	African 2	450	FX 19
410	African 3	451	FX 20
411	African 4	452	FX 21
412	African 5	453	FX 22
413	African 6	454	FX 23
414	African 7	455	FX 24
415	African 8	456	FX 25
416	African 9	457	FX 26
417	African 10	458	FX 27
418	African 11	459	FX 28
419	African 12	460	FX 29
420	African 13	461	FX 30
421	African 14	462	One & Stick
422	African 15	463	Two & Stick
423	African 16	464	Three & Stick
424	Orchestra Timpani E2	465	Four & Stick
425	Orchestra Timpani F2	466	Five & Stick
426	Orchestra Timpani Gb2	467	Six & Stick
427	Orchestra Timpani G2	468	Seven & Stick
428	Orchestra Timpani Ab2	469	Eight & Stick
429	Orchestra Timpani A2	470	Nine & Stick
430	Orchestra Timpani B2	471	Mute
431	Orchestra Timpani C3		

(5.3) Technical Specifications

Drum Kits	40 Factory kits / 40 User kits
Sounds	471
Songs	100 Preset songs / 10 user songs SD card playback: up to a 64 GB card, formatted as FAT32 Supported Files: WAV, MP3, MIDI Up to 99 songs in each folder
Sequencer	**Normal Mode:** 80 songs **Resolution:** 192 ticks per beat **Maximum Note Storage:** approximately 2000 notes per user song
Tempo	30 - 280 BPM
Display	Backlit segment LCD
Connectors	10-trigger 25-pin connector snake cable input MIDI IN MIDI Out SD card slot 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 1/4″ (6.35 mm) TRS stereo audio output USB-B port
Power	9V DC, 500 mA; center-positive
Dimensions (height x width x depth)	2.9″ x 10.4″ x 7.1″ 74 mm x 265 mm x 181 mm
Weight	2.2 lbs. .98 kgs

Specifications are subject to change without notice.

(5.4) Trademarks & Licenses

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