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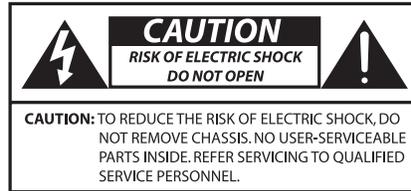
SD1000
ELECTRONIC DRUM KIT

SAFETY INSTRUCTIONS

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE CHASSIS. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.
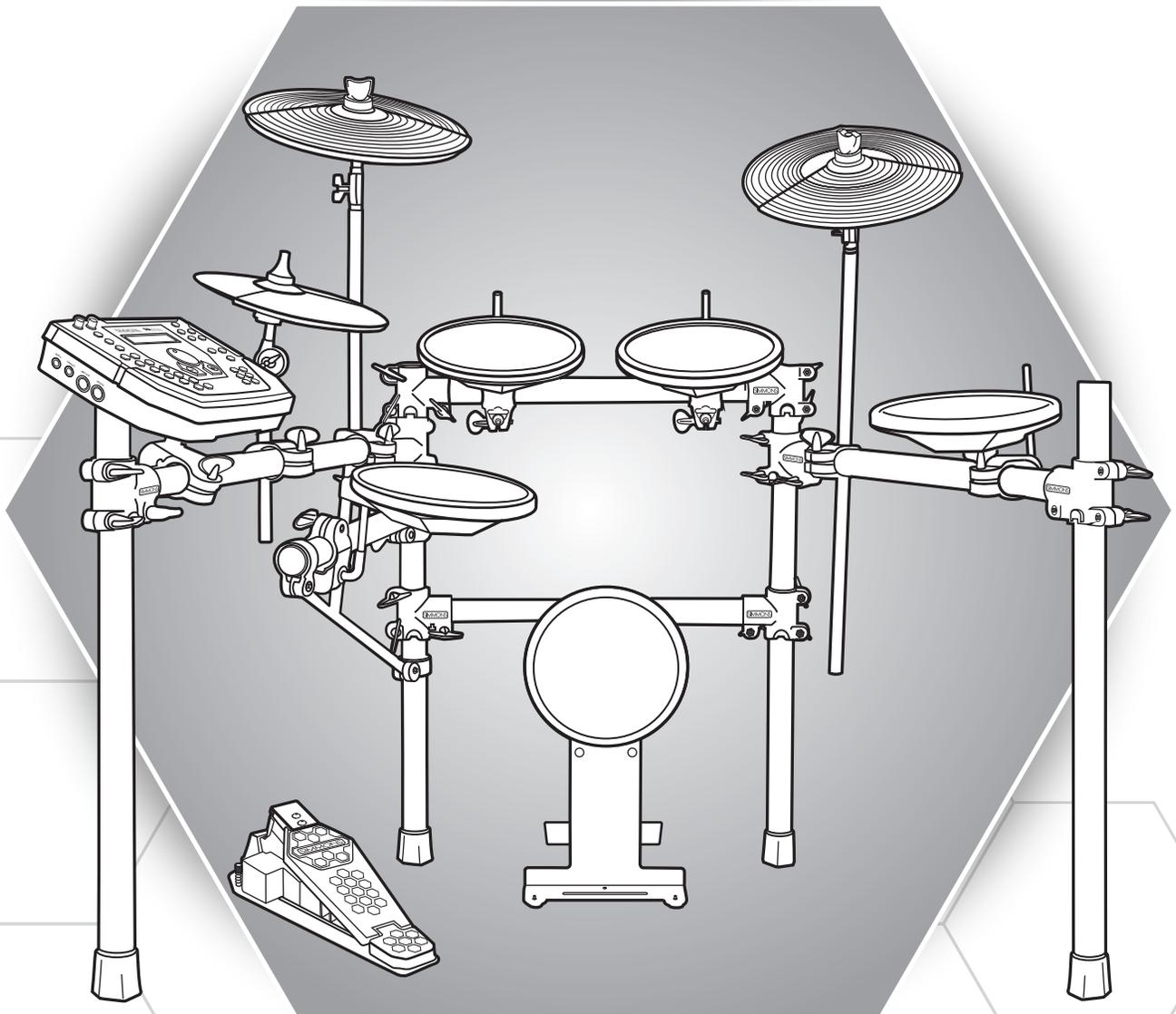
AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.

THE LIGHTNING FLASH WITH ARROWHEAD SYMBOL WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF UNINSULATED DANGEROUS VOLTAGE   WITHIN THE PRODUCT S ENCLOSURE THAT MAY BE OF SUFFICIENT MAGNITUDE TO CONSTITUTE A RISK OF ELECTRIC SHOCK TO PERSONS.

THE EXCLAMATION POINT WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF IMPORTANT OPERATING AND MAINTENANCE(SERVICING) INSTRUCTIONS IN THE LITERATURE ACCOMPANYING THE PRODUCT.

APPARATUS SHALL NOT BE EXPOSED TO DRIPPING OR SPLASHING AND THAT NO OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, SHALL BE PLACED ON THE APPARATUS.

1) Read these instructions.

2) Keep these instructions.

3) Heed all warnings.

4) Follow all instructions.

5) Do not use this apparatus near water.

6) Clean only with dry cloth.

7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.

8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10) Protect the power cord from being walked on or pinched particularly at plugs convenience receptacles, and the point where they exit from the apparatus.

11) Only use attachments/accessories specified by the manufacturer.

12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over (Figure1).

S3125A
Figure 1

13) Unplug this apparatus during lightning storms or when unused for a long periods of time.

14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. CAUTION: Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

CAUTION: Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

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CONGRATULATIONS!

…on your purchase of Simmons' **SD1000 Electronic Drum Kit.** To get the most enjoyment from this kit, we recommend that you skim through this manual at least once, then refer back to it to learn more about specific functions.

Caring for Your SD1000 Electronic Drum Set

Location

• Keep the drum kit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

Power Supply

• Turn the power switch OFF when the **SD1000** is not in use.

• The AC adapter should be unplugged from the AC outlet if the **SD1000** is not to be used for an extended period of time.

• Avoid plugging the AC adapter into an AC outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors, and result in possible damage.

• To avoid damaging the unit, turn the **SD1000** and all related devices OFF prior to connecting or disconnecting cables.

Handling and Transport

• Never apply excessive force to controls, connectors, and other parts.

• Unplug cables by gripping the plug firmly. Do not pull on the cable.

• Disconnect all cables before moving the module.

• Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

Cleaning

• Clean the module with a dry, soft cloth.

• A slightly damp cloth may be used to remove stubborn grime and dirt.

• Never use cleaners such as alcohol or thinner.

• To avoid discoloration, do not place vinyl objects on top of module.

Electrical Interference

• The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the **SD1000** further away from the affected equipment.

Service and Modification

• There are no user serviceable parts in the drum module.

• Do not attempt to open the sound module or make any change in the circuits or parts of the unit. This would void the warranty.
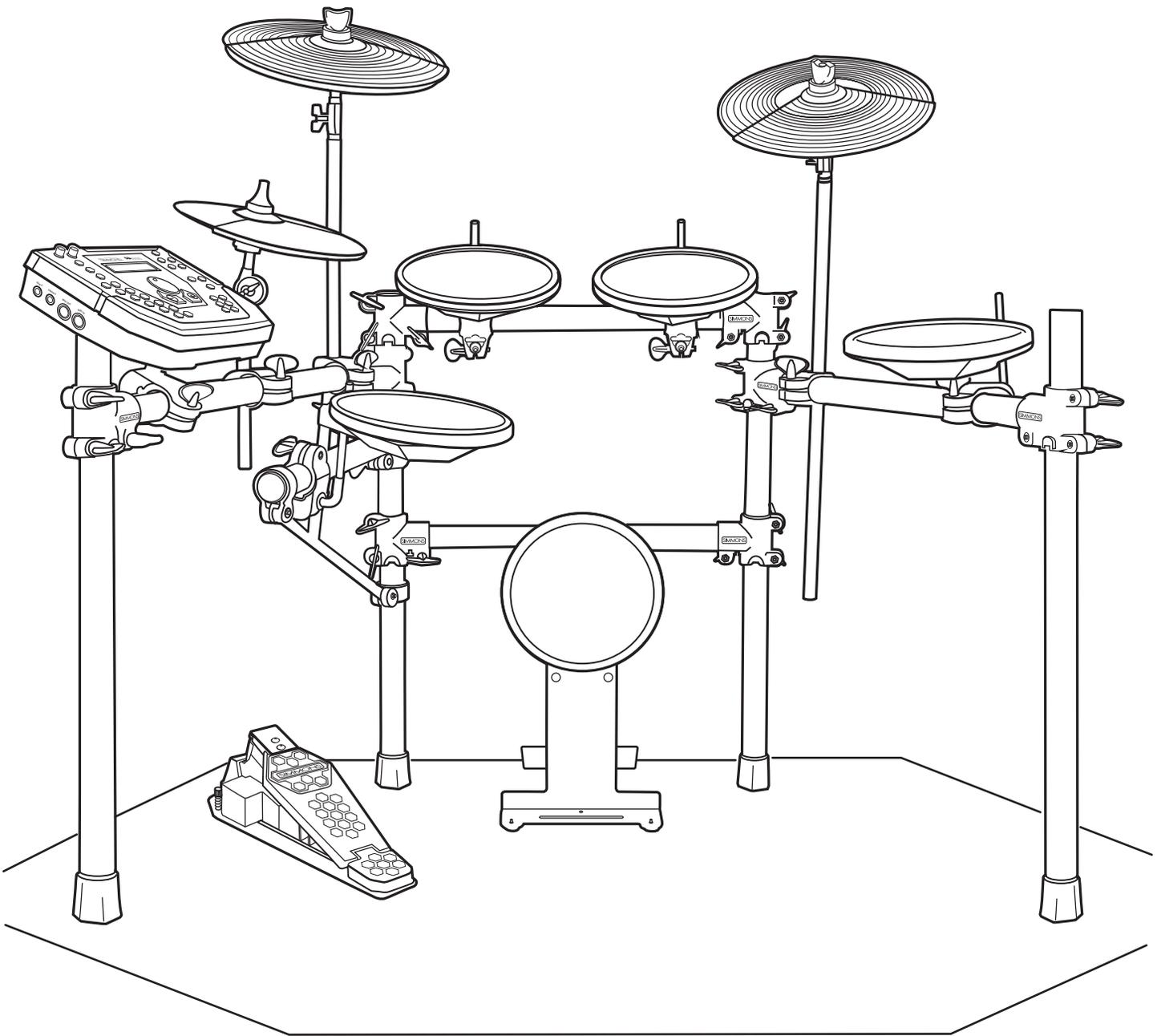
SD1000
ASSEMBLED KIT

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TABLE OF CONTENTS

FEATURES

New Features of the SD1000 Kit

- Custom Sound Library. Completely new sample set based on the most popular classic and modern kits.
- Variable Attack Response. Significantly improved playback with dynamic response according to hit velocity, combined with alternating sample playback by velocity zone.
- Multi-Position Hi-Hat Control. Realistic response for open, closed, half-open hi-hat techniques.
- S1000 Series Pads with increased sensitivity, and greater isolation for multi-zone pads.

SD1000 Sound Module General Features

Polyphony
Voices - 64

Sounds
Drum Voices - 516
Drum Kits - 99 (55 Preset kits + 44 User kits)

Mixer
Drum Volume, Accompaniment Volume, SD Card MIDI Volume, and Click/Metronome Volume

Effects
Master Reverb (Small Room, Med Room/Large Room, Hall 1, Hall 2, Plate, Delay, Pan-Delay, 4 Band EQ)

Trigger Inputs*
1 x Kick, Single Zone
1 x Snare, Dual Zone
1 x Hi-Hat, Single Zone, Multi-pedal
1 x Ride, Single or Triple Zone
4 x Toms, Single or Dual Zone
2 x Cymbals, dual zone

MIDI
MIDI In, Out and Thru Functionality
MIDI USB (with computer)

SD Card
Save/Load Kits
Operating System Updates

Hardware
Drum Rack and Mounting Hardware
Kick Pad with Stand
9" Dual Zone Snare Pad
9" Tom Pads
10" Hi-Hat Cymbal Pad
12" Crash and Ride Cymbal Pads with Choke
Hi-Hat Control Pedal

External Connections
Headphone Output
Master Stereo Outputs (1/4" TS Unbalanced)
1/8" TRS Aux Input
MIDI IN and Out Jacks
USB Connection

Sequencer
Preset Songs - 100
User Songs - 100
Song parts - Up to 7 parts (drums, percussion and parts 1-5)
Play Modes - One-Shot, Loop, Tap and Hit
Tempo - 30-280 BPM
Click/Metronome - Click Voice, Time Signature, Tempo, Interval, Volume

NOTE: *The SD1000 module requires S1000 Series pads, and is not compatible with Simmons SD Series pads from older kits.*

SD1000 Series Pads* and Hardware

S1000 Blue Drum Rack with Hardware
1 x S1000KIKS Single Zone 9" Kick Pad
1 x S1000PAD9D Dual Zone 9" Snare
3 x S1000PAD9S Single Zone 9" Tom Pad

1 x S1000CYM12SC Single Zone 12" Cymbal Pad with Choke
1 x S1000CYM12DC Dual Zone 12" Cymbal Pad with Choke
1 x S1000HHC1 Multi-position Foot Controller
1 x Multi-pin Cable Harness with 10 Inputs for SD1000 Sound Module

NOTE: *S1000 series pads are not compatible with older Simmons sound modules - SD5K, SD5X, SD7K, SD7PK, and SD9K.*

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CONNECTIONS

Connecting the Sound Module and Pads

Using the provided cables, connect the 1/4" jacks to the corresponding drum pads, cymbal pads and kick pad. The pin connection will attach to the multi-pin connector serial port on the bottom of the sound module. *(See illustration below.)*

The voice of the hi-hat pad is controlled by the hi-hat pedal. Plug into the Hi-Hat pedal the plug that is labelled "Hi-Hat Control". Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is pressed down, it functions as a 'closed hi-hat'.

Sound Module

Cymbal Pad

To Crash

Drum Pad

To Ride

To Hi-Hat

To Tom 1   **To Tom 2**

From Sound Module to 9 Pads

To Snare

To Tom 3

Hi-Hat Pedal

To Kick

To Hi-Hat control

Kick Pad
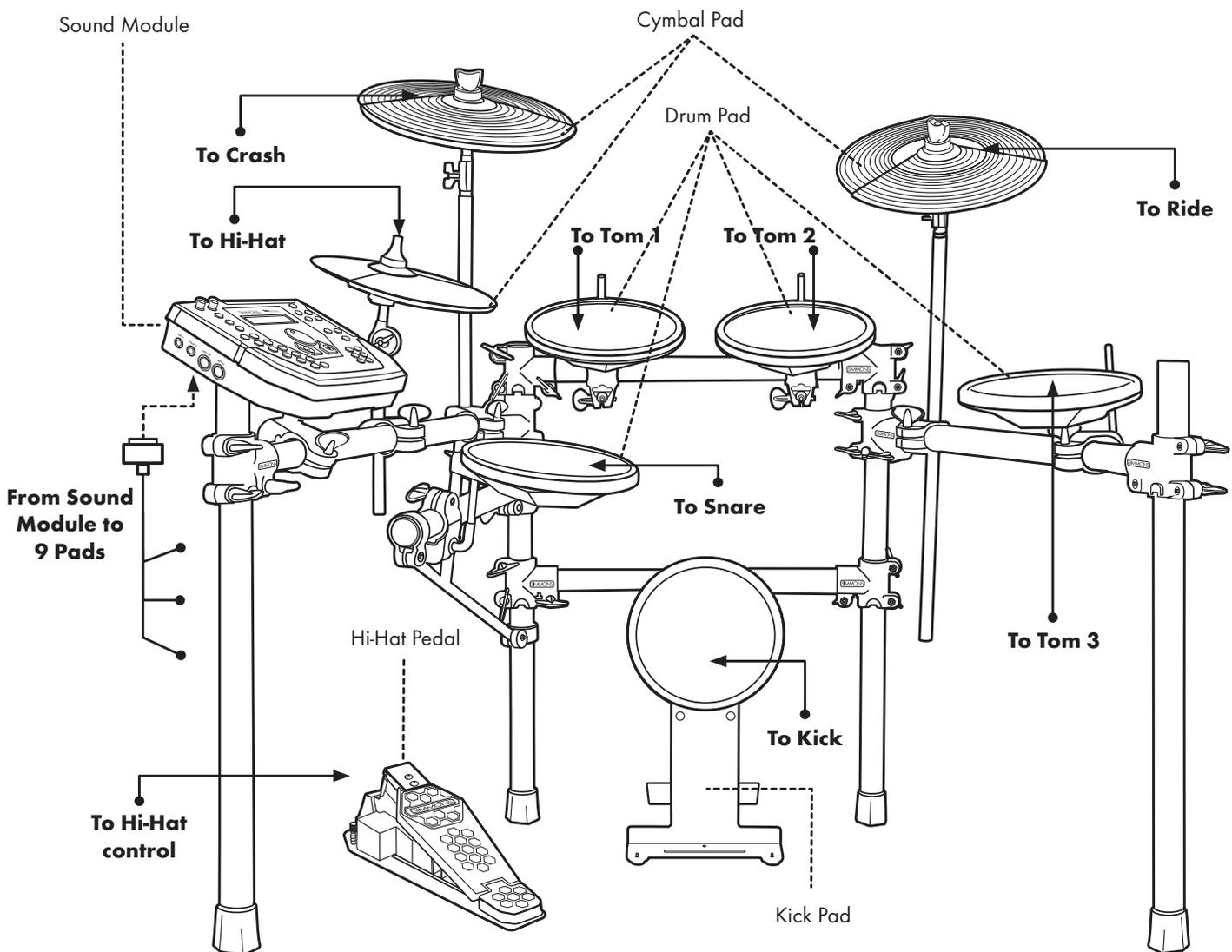
The **SD1000** kit includes 8 Pad Triggers and 1 pedal controller*. You can expand the total amount of trigger inputs to 10 by adding optional drum or cymbal pads. These are connected via the extra inputs on the side panel of the **SD1000** sound module.

*See Appendix for Pad, triggers, name and MIDI chart.

CONNECTIONS

AC Adapter

The **SD1000** sound module uses an external power supply called an AC Adapter. Make sure the power is switched OFF on the module and connect the power adapter with the DC IN jack on the rear panel.

NOTE: *To protect the speakers, amplifier and the drum module from damage, lower the volume to the minimum level before switching the power ON.*

Make sure the power is switched OFF when connecting the drum module with external devices.
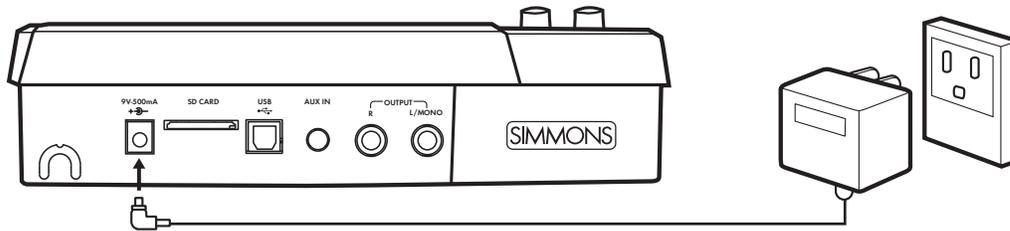
Connecting Audio Equipment

Mixers and Amplifiers

1. When you want to send the audio output to a mixer or amplifier. Connect using the Output L/MONO and R jacks on the rear panel (for monaural playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.)

2. The volume from the module is adjusted with the MASTER knob.
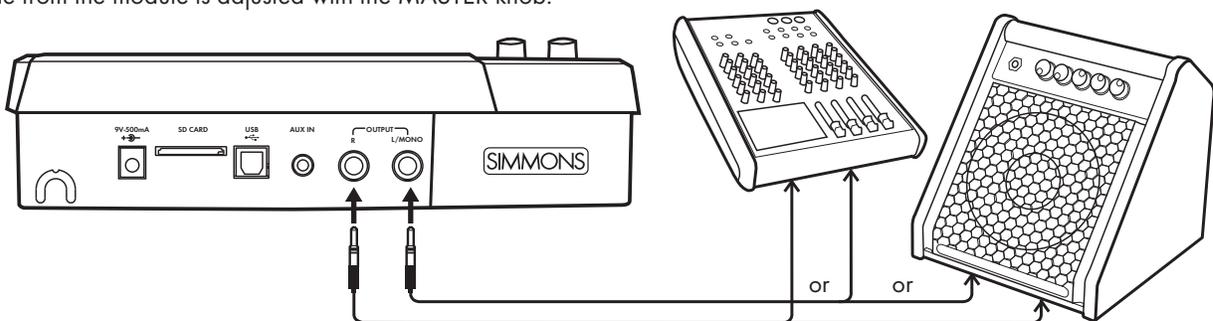
Headphones

You can connect a standard pair of headphones the **SD1000** sound module to listen to your electronic drum set without disturbing others. Connect the headphones to the headphone jack located on the front panel of the drum module. Adjust the volume to a comfortable level to avoid damaging your hearing. The Headphone output is separate from the Master Volume output control knob.

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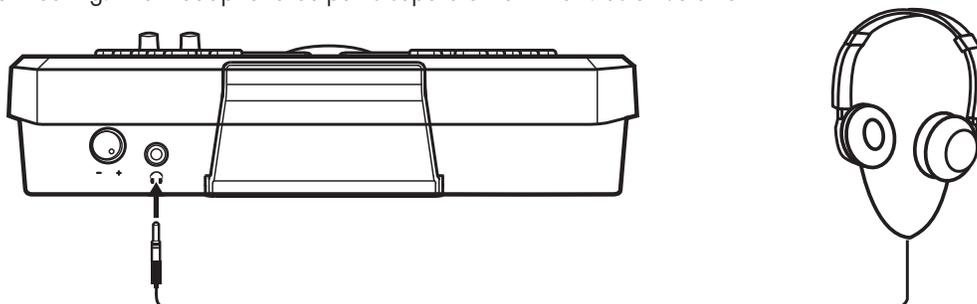
CONNECTIONS

Auxiliary/AUX Input

This input allows you to mix external audio along with the **SD1000** sound module's internal sounds.
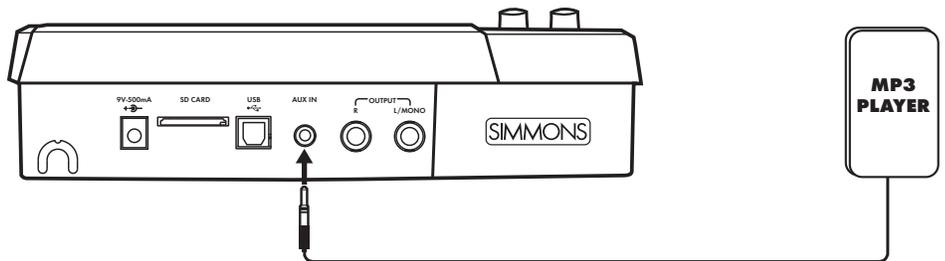
1. Plug the audio output of MP3 player, or other audio source into the AUX IN jack on the rear panel using a stereo 1/8" TRS cable.

2. The volume of the external signal is adjusted with the AUX IN knob. This will help you mix the level of the aux input source with the internal sounds.

Connecting MIDI Devices and Computers

MIDI stands for Musical Instrument Digital Interface, which is a world-wide standard communication interface that enables electronic musical instruments and computers (of all brands) to communicate with each other. MIDI sends note and other communication between devices. This exchange of information makes it possible to create a system of MIDI instruments and devices that offer greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other controllers, your musical horizons will be greatly enhanced.

MIDI connection

MIDI IN: This jack receives MIDI data from other instruments or devices.

MIDI OUT: This jack transmits data from the **SD1000** sound module to other MIDI devices.
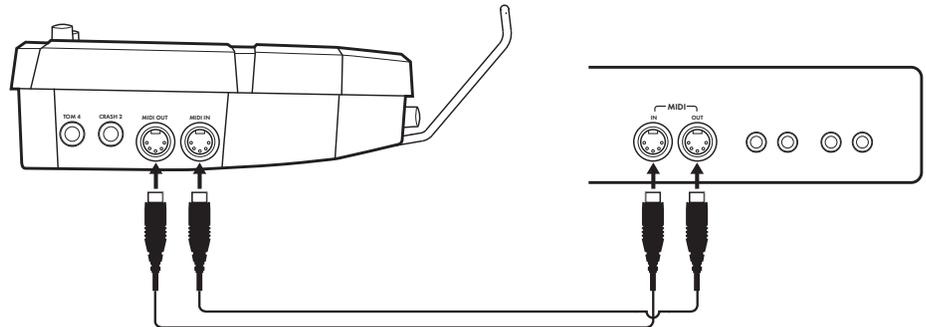
USB connection

The USB connector allows you to connect the module directly to your computer. It can be connected without driver installation under the Windows & MAC OSX environment.
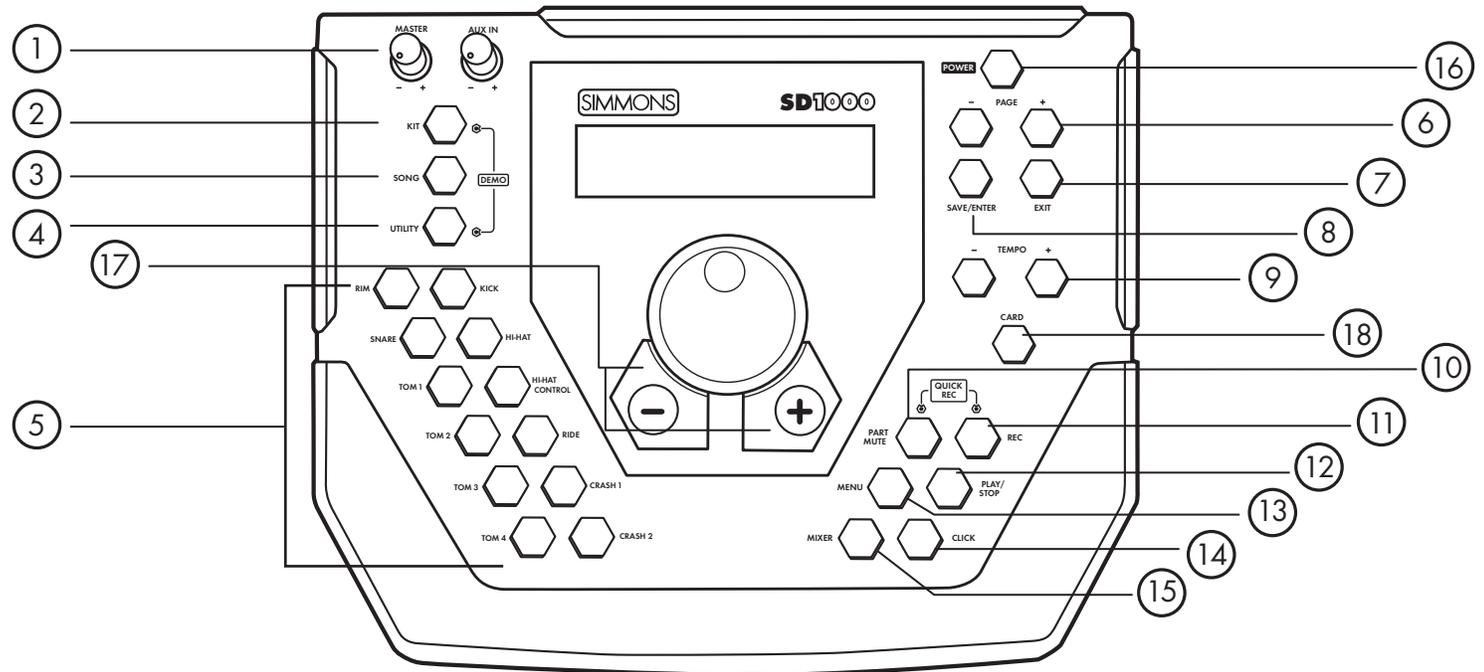
The module will be recognized as 'USB Audio Device' to receive and transmit MIDI messages through a single USB cable, USB is used only for MIDI messages (MIDI via USB).

NOTE: *When the USB is connected to a computer, all MIDI messages will be received and transmitted via USB.*
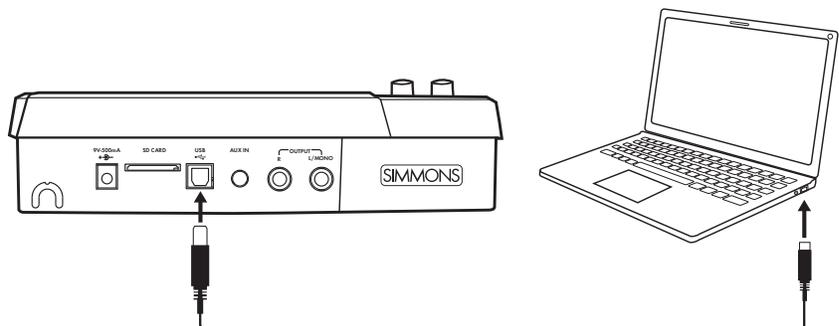
DRUM MODULE OPERATION

Top Panel

① **Master/Aux Volume Knobs**

② **Kit Button**
Access Kit Mode

③ **Song Button**
Access Song Mode

④ **Utility Button**
Access Utility Functions

⑤ **Pad Select Buttons & Indicators**
These buttons can play the pad voices of the current kit. In the Kit, Mixer and menus, you can select the pad to be edited. The indicator LED's show the current selected pad. In the Song, and Demo modes, the indicators will display the pads being played by the drum track.

⑥ **Page [-/+] Buttons**
These scroll through the menu pages or move the cursor left or right when naming kits.

⑦ **Exit Button**
Exits from the current sub-menu back to the higher level menu.

⑧ **Save/Enter Button**
Enters the Save menu when it is available. Also enters the current folder or confirms a current operation.

⑨ **Tempo [-/+] Buttons**
Adjusts the current tempo of a Song or Click. Pressing both the + and – buttons simultaneously will reset the tempo to the original Song tempo.

⑩ **Part Mute Button**
Used to Mute parts in a song.

⑪ **Record Button**
Used to enter the Record mode.

⑫ **Play/Stop Button**
Starts or Stops the playback of a Song.

⑬ **Menu Button**
Used to enter a Modes Menu to set parameters. Holding the Menu button while pressing Part Mute or the Click buttons will enter the Mute or Click settings menu.

⑭ **Click**
Turns the Click/Metronome function ON/OFF.

⑮ **Mixer**
Used to enter the Mixer menu and for editing the Kit, Accompaniment, Card, MIDI and Click volumes.

⑯ **Power Switch**

⑰ **Value Dial / [-/+]**
For rapid change to parameters on the screen.

⑱ **Card**
Used to enter the SmartMedia Card operations.

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DRUM MODULE OPERATION

Front Panel

① **Headphone Volume Knob**

Controls the audio level for the headphone output.

② **Headphone Input Jack**

Output for 1/8" stereo headphone plug.
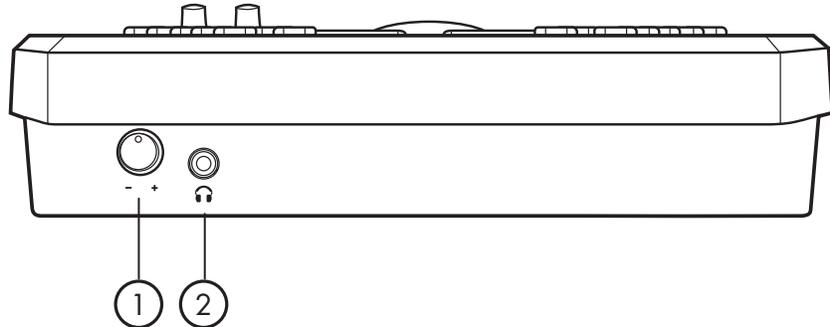
Back Panel

① **AC Adapter Input**

Connection for the 9V DC power adapter.

② **SmartMedia Card**

(SD) Card slot.

③ **USB Port**

Used for connecting the SD1000 module to a computer.

④ **Aux Input Stereo 1/8" Jack**

To connect output from CD or MP3 players to the module.

⑤ **Outputs**

Stereo audio outputs to connect to external audio sources.
(Unbalanced 1/4")
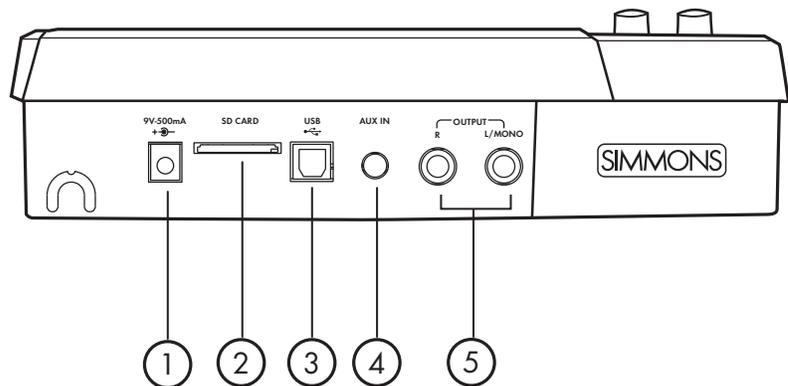
Side Panel

① **Tom Pad Trigger Input**

Use to add an additional tom pad to the drum set.

② **Crash Pad Trigger Input**

Use to add an additional cymbal pad to the drum set.
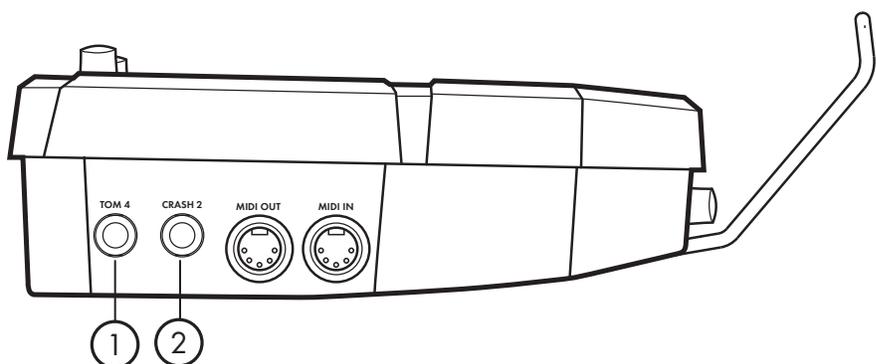
DRUM MODULE OPERATION

Bottom Panel

① **Multi-Pin Connection Jack**

For the Pad Trigger cables

①
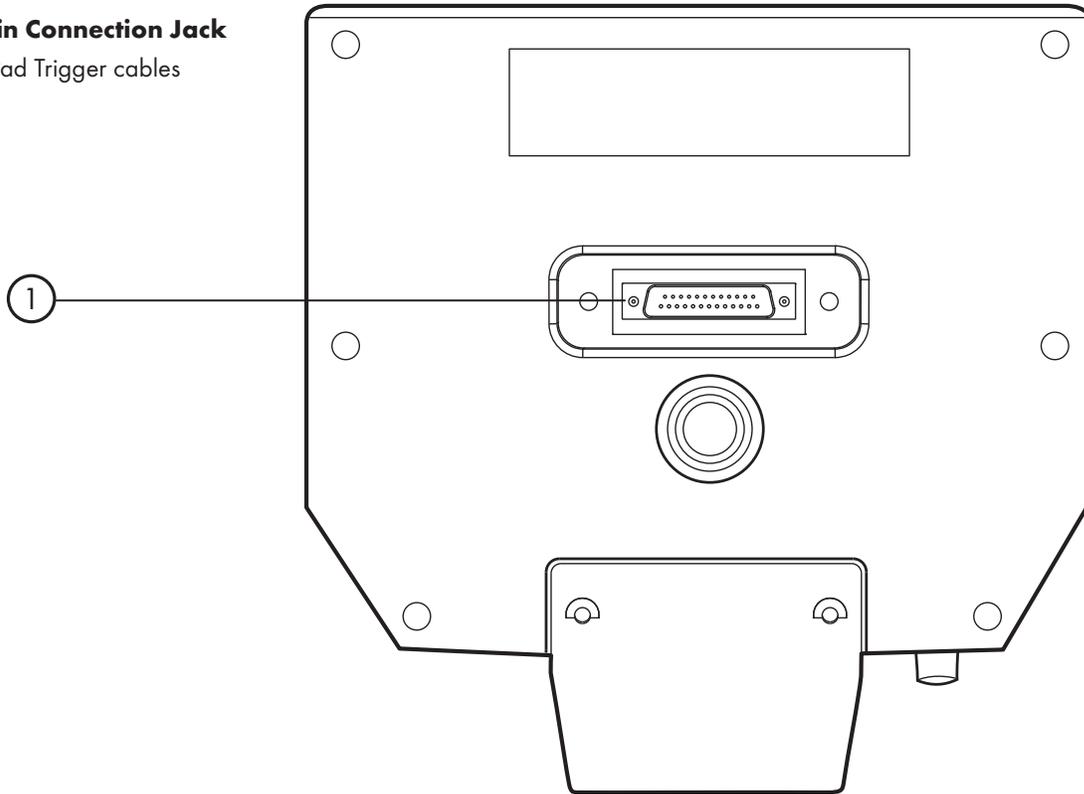
LCD Layout

① **Current Kit Index**

② **Main Display**

Used to display the current kit or Song name as well as various menus. In all menus the current selected field are highlighted.

③ **Mode Icon**

Displays the current mode that the module is in ie., Kit, Song, Demo, Utility, Click, Mix and Card.

④ **Current Kit Index**

Shows values within the 100's.

⑤ **Song Number, Measure, Beat and Tempo**

Also indicates the current voice or song index in the menu pages.

⑥ **Indicates the Page -/+, Save/Enter is Valid**

⑦ **Current Time Signature**

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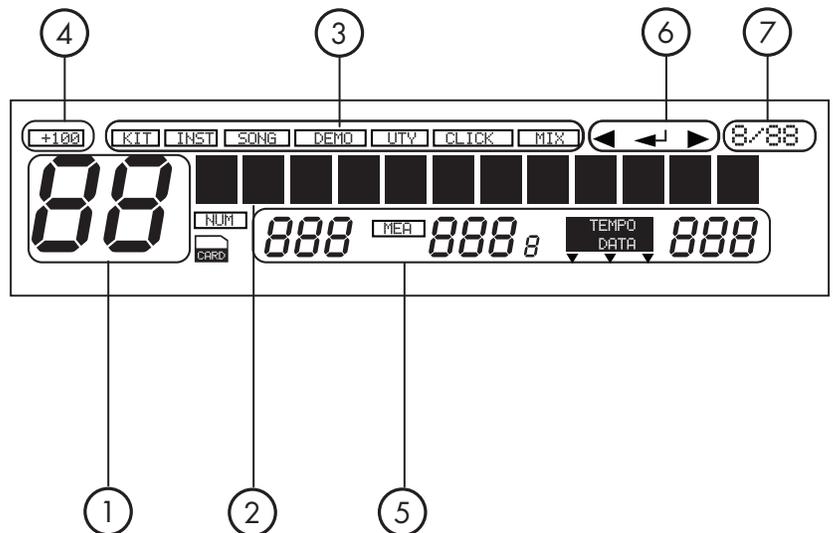
QUICK START OPERATIONS

Turning the Power On

START UP SCREEN will show a moving display from left to right – "SIMMONS SD1000"

1. Connect the DC9V power adapter to the drum module.

2. Press the **[POWER]** on the top panel.
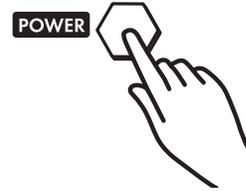
Basic Operation and Navigation

Selecting Modes

There are 3 main modes for the module KIT, SONG and UTILITY. To enter these modes press the corresponding buttons on the top panel of the module.
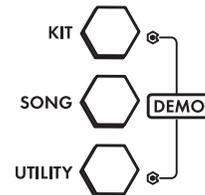
Menu screens

Each mode has two menus that allow you to select various functions within the modes.

1. Press **[MENU]** button to enter current menu (within the current mode (Kit, Song or Utility mode).

2. Press the **[PAGE -/+]** buttons to move between menu selections.

3. Press the **[EXIT]** button to Exit from the current sub-menu back to the top level menu. You can also press the corresponding buttons such as **[KIT]** or **[SONG]** to immediately enter another menu.
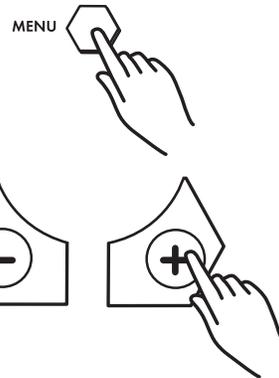
Adjusting Values

1. Select the parameter to be adjusted.

2. Adjust the value using **[-/+]** buttons or the [**VALUE DIAL**].
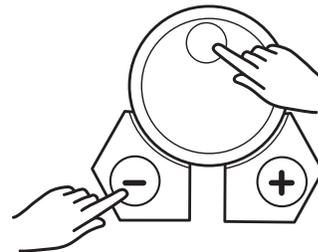
QUICK START OPERATIONS

Playing Song Demos

The demo songs help to show you the capabilities and sounds of the **SD1000** sound module. There are two demos in the module. The first demo song is an extended drum solo that switches between various kits in the SD1000 sound module. The second demo song plays a long song that has several patterns combined to show the different genres of music that SD1000 sound module can play.

1. Press **[KIT]** and **[UTILITY]** button simultaneously to enter Demo Mode. The first song demo will start playing.

2. Press the **[PLAY/STOP]** button to stop the demo.

3. Press the **[-]** or **[+]** buttons to select a demo to play; use Play button to play the demos.

4. After stopping the Song, press any of the Mode buttons **[KIT, SONG OR UTILITY]** to exit the Demo Mode.
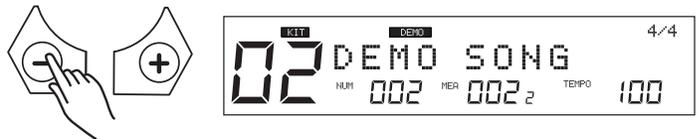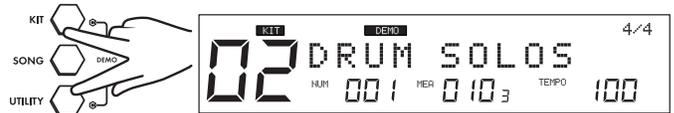
Selecting a Kit

Entering KIT Mode

1. Press the [**KIT**] button. The LCD displays the current Kit number and Kit name.

2. Press the **[–/+]** buttons or use the VALUE DIAL to select the Kit.
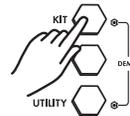
Selecting a Song

1. Press the **[SONG]** button and the SONG screen appears with Song Number, Song Name, Beat and Measure. The bottom of the LCD display will show the Number, Measure and Tempo.

2. Press the **[–/+]** buttons or **[VALUE DIAL]** to select the Song.
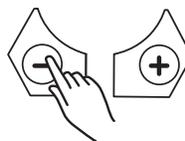
Playing a Song

1. Press **[PLAY/STOP]** to play a song. The PLAY/STOP button will light indicating that a song is playing. During playback of a song, you will see the drum pad buttons flash, which are corresponding to the drums being played.

2. Press the **[PLAY/STOP]** button to stop playback of the song. The indicator lights will go out.

NOTE: *You can temporarily change the tempo of a song while playback is in progress. The song returns to its preset tempo when a different song is selected.*

QUICK START OPERATIONS

Muting the Drum Part

1. While a Song is playing press the **[PART MUTE]** button to enter the Mute function.

2. Press the **[PART MUTE]** button to enter the Mute function. The first part (drums) should now be muted while the rest of the song is playing. The [**PART MUTE**] button's LED should be flashing.

Quick Record

With Quick Record, you can immediately start recording your drums. Quick Record does have some limitations. There is click sound while recording, it cannot be quantized or edited. It's great for quick, scratch pad recording of your drum parts.
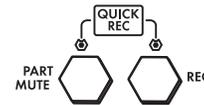
1. Press **[REC]** and **[PART MUTE]** buttons simultaneously to enter recording. If this is a current Song the part you will be recording to is the drum part. The song will be using SYNC mode, which means you will hear the Click count, but the sequencer will not start recording until you start playing.
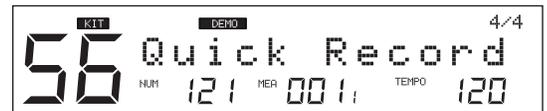
Once you start playing you will see "Recording" on the screen and the REC and PLAY/STOP button will be lighted.

2. Press **[PLAY/STOP]** to stop recording.

3. Press **[PLAY/STOP]** to play back what you recorded on the drum part.

NOTE: *Quick Record will function within any of the Modes (KIT, SONG and UTILITY).*

If there is a drum part already in the current song this will overwrite it in the temporary memory. You will have to save the Song to a User memory location to save it.

ADVANCED OPERATIONS

Editing a Kit

The drum kits of the **SD1000** sound module can be modified from the factory presets. See the steps below on how to make changes and parameters for each pad input.

1. Strike a drum pad or press the corresponding Drum Pad button on the module.

2. Press the **[KIT]** button.

3. Press the **[MENU]** button.

4. Press the **[SAVE/ENTER]** button. You will see the type of Group/Bank of Sounds assigned to the Pad for example: Grp: SnareBK.

5. Press the **[PAGE +]** button. You will see the actual sound that is assigned to the pad.

6. Press the **[-/+]** buttons or the VALUE DIAL to change the sound.
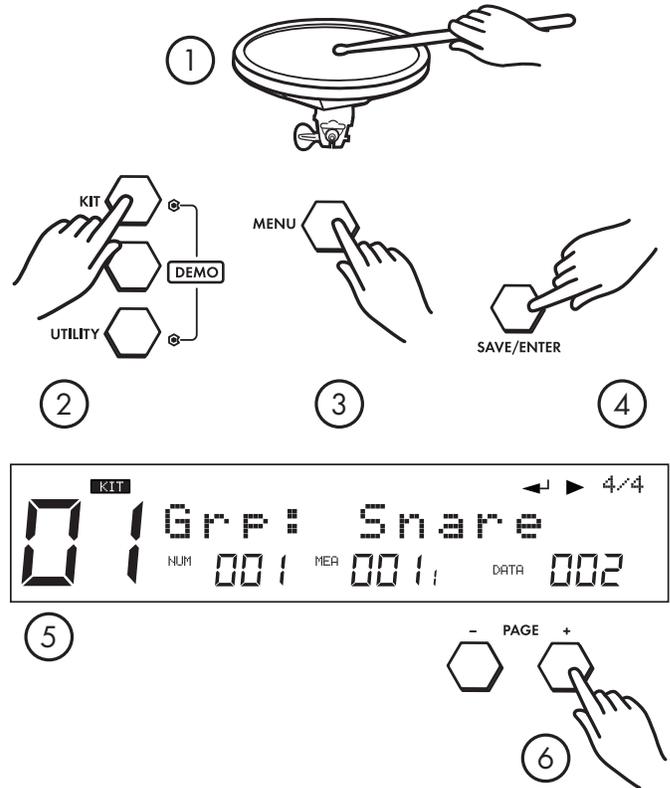
Sound Organization

When searching for sounds within the **SD1000** sound module you will need to be aware of how the sounds are organized.

GRP refers to a Pad Voice Group, which contains 12 common voices/sounds such as Kick1, Snare1, Tom1, Ride1, Crash1, HiHat, and Percusn. You can change the Voice Group with the **[-/+]** or Value Dial.

Editing the Pad Sound

1. Strike a drum pad or press the corresponding Drum Pad button on the module.

2. Press the **[KIT]** button.

3. Press the **[MENU]** button

4. Press the **[SAVE/ENTER]** button. You will see the Group/Bank of Sounds assigned to the Pad for example: Grp: SnareBK.

5. Press the **[PAGE +]** button to go the following screens to adjust the Kit parameters. The parameters available are:

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ADVANCED OPERATIONS

Parameter	Explain	Pararameter Range [-/+]
Grp*	Pad voice group	(See Sound Organization)
Voc*	Voice index/ HH combi group index	1~674 (See detail below)
Volume	Volume	0~32
Pan	Pan	L8~R8/Center
Pitch	Pitch	-8~+8
Decay	Decay	0~-5
RvbLevel	Reverb Level	0~32
MIDINote*	Pad note (MIDI out)	(See page 46)
Duration	Pad note length (MIDI out)	0.0s~0.8s
StartVol	Pad voice start volume	0~32

Hi-Hat sounds are collections of sounds (Combis) to reproduce the hi-hat functionality. Hi-Hat Combi groups are only used with the hi-hat Trigger input.

To set the Hi Hat group and volume use the steps below:

1. Press the **[KIT]** button.

2. Press the **[MENU]** button.

3. Press the **[SAVE/ENTER]** button.

4. Press the front panel Hi-Hat button.

5. Press the **[PAGE +]** button to select a Hi Hat Combi group (10).

6. Press the **[PAGE +]** button to set the Hi Hat trigger volume.

NOTE: *After selecting the Hi-Hat Combi Group, you can adjust the parameters of all the parameters of the hi-hat together - HIHAT, P HIHAT, Splash. Hi-Hat pedal volume (including P HIHAT and SPLASH) can be adjusted separately.*

Besides changing the Pad Voice/Sound assignment you can also alter the parameters of the sound to give it more unique character.

ADVANCED OPERATIONS

Pad Patterns

You can also set a pad to start playing a Song pattern when it is struck.

1. Strike a drum pad or press the corresponding Drum Pad button on the module.

2. Press the **[KIT]** button.

3. Press the **[MENU]** button

4. Press the **[PAGE +]** button. You will come to Pad Pattern setting.

ON: When triggering the pad, sound the pad pattern plays along with drum voice;
OFF: Default setting. When triggering the pad, just sound the pad.

Other Parameters for Pad Patterns

1. From the Pad Pattern setting press **[SAVE/ENTER]**. You should see the Song Group assignment. For example "Grp: DrumLoop.

2. Press the **[-/+]** buttons or turn the VALUE DIAL to change the assignment. For this example choose "PercLoop"

3. Press the **[PAGE +]** button and you will come to the Song assignment. For Example "Bonz Beat". Press the **[-/+]** buttons or turn the VALUE DIAL to change the assignment. Choose 3/4 Feel.

4. To get to the other parameters press the **[-/+]** buttons or VALUE DIAL to move to the other pages that affect the Pad Pattern mode. See the table below for the parameters that are available.

Parameter	Explain	Parameter (+1/-1)
Pattern*	Pad Pattern Switch	OFF/ON
Grp*	Pad Pattern Group	DrumLoop/1 Shot/PercLoop/HIT/TAP/UserSong
Sng*	Pad Pattern Index	1-220
Retrig*	Retrigger Mode	ST/SP ReST
VelCtrl*	Velocity Control Volume	OFF/ON
Volume	Volume	0~127
X`Pose	Pad Pattern's Transpose	12~12
RstTime*	Reset Time	OFF/0 1s~4.0s(unit 0-1s)
DrumVoc*	Whether Drum Voice Sound	OFF/ON

ADVANCED OPERATIONS

*Definitions of Terms:

Patterns:

You can play up 7 patterns on your drum pads (Hit or Tap types) simultaneously.

Grp Sng:

All the Songs (including Preset Songs, User Songs) can be selected for pad pattern; Use the DIAL or press the **[-]/[+]** button to select a song you like; when another song group is selected, the menu "Grp:"will refresh simultaneously.

VelCtrl:

You can choose to use the pad velocity to control the volume.
ON: Controls the volume of the pad pattern's play by trigger velocity
OFF: Does not control the volume of the pad pattern's play by trigger velocity, but use the default volume (adjusted in the next menu"volume:").

Restart Trigger/Restrig and Reset Time/RstTime:

This selection sets the restart trigger and time if TAP is selected.
Loop, 1shot and Hit: "RstTime" menu will display as "invalid".
Tap: "Retrig" menu will display invalid "—"

MIDI Note: You may want to know the MIDI Note that a specific pad trigger is transmitting through the MIDI OUT Port. For each pad trigger's default MIDI Note, see Table on page 47.

If current MIDI Note parameter has been selected by another trigger, the LCD will display "!" to suggest that you should adjust it.

Exchanging the Kit Order

This function allows the user to exchange USER kits. Only user kits
(Kits 56-99 have the Kit Exchange function.

1. Select a USER Kit.

2. Press the **[MENU]** button, and the **[PAGE –]** or **[+]** button to enter the menu to select "EXCHANGE"
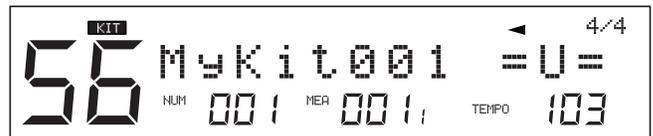
3. Press the **[SAVE/ENTER]** button to set exchange position. You will see " EXCHANGE" on the screen and then the screen will go the kit that was exchanged.

ADVANCED OPERATIONS

Renaming a Kit

1. Select a User Kit.

2. Press the **[MENU]** button, then press the **[+]** button until the menu display shows "RENAME".

3. Press the **[SAVE/ENTER]** button to enter the rename function.

Example: Renaming a Kit

1. Press **[PAGE +]** to move the cursor to the right.

2. Press **[PAGE –]** to move the cursor to the left.

3. Press **[+]** to change the character to the next highest value.

4. Press **[–]** to change the character to the next lowest value.

5. Press **[SAVE/ENTER]** to save the changed name.

To save the name, you will need to save the kit as well.

6. Press the **[SAVE/ENTER]** button to save it.

Saving a Kit

You can save or modify user Kits in the internal memory of the module or on a SD Card.

Saving Preset and User Kits

1. Select a Kit.

2. Press the **[SAVE/ENTER]** button. The LCD will indicate "Sav MyKit001 " This will be for selecting a place to save current preset (MyKit001 is the default location).

3. Press the **[SAVE/ENTER]** button. You will come to the rename function. Use the steps from the Renaming a Kit to rename the kit if you want.

4. Press the **[SAVE/ENTER]** button to save the kit. You will see "SAVE OK" on the screen temporarily and then you will see the current kit name on the screen.

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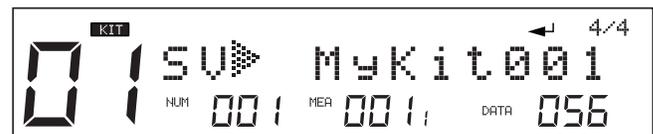
ADVANCED OPERATIONS

When saving User Kits you can overwrite the User kit that you are editing. If you want this to be on a different location, be sure to specify the new User location.

You can also save to SD Card locations if you have a SD card in the slot. This will be specified as a location on the menu as you page to that location.

NOTE: When saving Kits to a SD Card the SD1000 sound module will save it to an internal memory location at the same time if the SD card fails to write the file to the card. You will see "No Card" or "Card error" if this occurs.

Mixer

The volumes for the Master Kit, Accompaniment, Click and Card MIDI (the MIDI files on the card) can be balanced together in the drum module mixer menu

Master Kit Volume

1. Press the **[MIXER]** button to enter the mixer menu:

2. Press the **[PAGE +]** button to select the volume you want to adjust SongpVol, ClickVol. Then press the **[-/+]** buttons or VALUE DIAL to adjust the volume for the part.

Inner Volumes

1. On the menu page for the Kit Volume (KITVol: 30) press the **[SAVE/ENTER]** button to enter the Kit Trigger volume. This will show the current pad trigger's volume. You can adjust the value using the **-/+** buttons or VALUE DIAL.

2. The adjustments of the Kit Trigger volume are the same operation as in KIT MENU. Don't forget to save current Kit before you select another Kit or power down the module otherwise your settings will be lost.

ADVANCED OPERATIONS

Song Volume

This is the volume for the accompaniment parts.

1. From the Kit Volume screen press the **[PAGE +]** button. You should see the current settings for the Song Volume (SongVol: 30).

2. Press the **[SAVE/ENTER]** button to enter the Songs volume pages. By pressing the **[PAGE –/+]** buttons you can move to the various instrument pages, which show the individual song part volumes. You can adjust the value using –/+ buttons or VALUE DIAL.

The adjustments of the Song Trigger volume are the same operation as in SONG MENU. Don't forget to save current Song before you select another Kit or power down the module otherwise your settings will be lost.

Parameter	Secondary Parameter	Explain	Value
KI TVol		Master Kit volume	0~32
	TrigVol	Current Trigger volume	0~32
SongVol		Master Accompaniment volume	0~32
	DrumVol	Current Song Drum volume	0~32
	PercVol	Current Song Percussion volume	0~32
	Part1Vol	Current Song Part 1 volume	0~32
	Part2Vol	Current Song Part 2 volume	0~32
	Part3Vol	Current Song Part 3 volume	0~32
	Part4Vol	Current Song Part 4 volume	0~32
	Part5Vol	Current Song Part 5 volume	0~32
ClickVol		Click volume	0~32
CardVol		Card MIDI volume	0~32

Song Mode

The **SD1000** sound module comes with built-in songs, which split between Preset (Internal) and User (internal and card memory) Songs.

The Song functions are controlled by a MIDI sequencer, which organizes music into seven parts. The Drum Kit part is used to record/playback what is played on the pads. Additionally, Percussion part, Part 1, Part 2, Part 3, Part 4 and Part 5 are the 6 backing instrument parts (backing parts). The collective performance of these 7 parts is called a song.

Song Mode Operations - Advanced

Selecting a Song is discussed the Quick Start Operations earlier in the manual. Below are the more advanced functions for Song Mode

There are 5 different Song categories, Pattern Loop, 1 Shot, Percussion Loop, Hit, Tap and User Songs. See the appendix section for the listing of Song/Pattern loops that can be played.

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Pattern Loop	This plays the Song repeatly until the STOP button is pressed
1 SHOT	This plays the Song one time and then stops
Percussion Loop	This is a Song with just the Percussion part that plays repeatedly
Hit	This plays a short musical phrase one time
TAP	This plays a step of a musical phrase each time you play a pad
USER	This is song created by the user and stored in a user location

Editing Songs

1. Press the **[SONG]** Button.

2. On song screen, press **[MENU]**. You will see "SETUP" displayed on the screen.
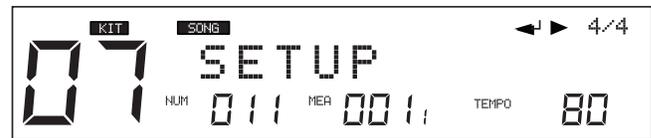
3. Press the **[SAVE/ENTER]** button.

4. Press **[PAGE +]** or **[-]** to move between parameters for the Song.

5. Press the **[–/+]** buttons to move between the Pages for the settings of the song - Tempo, Time Sig/Mode,Pre Count, Kit Link, Tap Sync. See the definitions below.

NOTE - *The parameters of Pre Count, Kit Link, Tap Sync are global settings cannot be saved to a user song.*

Time Signature/Time-Sig

For the preset songs, this parameter shows the current song's default value. For the user songs that have material already recording on them the default value is 4/4 and cannot be changed.

1. Each Song has its own mode as default.

2. If current song is the type of Loop/1Shot, the parameter can be changed and the modification takes effect at real time. If current song is the type of TAP/HIT, the parameter cannot be changed.

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Mode

1. Each Song has its own mode as default.

2. If current song is the type of Loop/1Shot, the parameter can be changed and the modification takes effect in real time. If current song is the type of TAP/HIT, the parameter cannot be changed.

Pre Count

This is the song count off function. This is an auxiliary function available when "LOOP" and

"1 SHOT" are specified as the Play Mode for the song.

You can specify the count-off (click) inserted before playback of a song begins.

0 - Playback begins without a count-in.

1 - Playback begins after a 1-measure count-in.

2 - Playback begins after a 2-measure count-in.

Kit Link

This is an auxiliary function available when "LOOP" and "1 SHOT" are specified as the play mode for the song.

If this is set to "ON", the kit selection will be changed according to the kit selection of the drum part of the current song.

During playback of a song this function will be become effective when switched from "OFF" to "ON". If you want to change to another kit for your performance enter the Kit mode to select a new kit. If it is set to OFF the kit selection won't be changed with the songs.

Tap Sync

This is an auxiliary function available when "TAP" and "HIT" are specified as the play mode for the song.

In Tap and HIT playback if the sound is set to play before the previous sound has finished playing. This setting allows you to either have the previous sound stop and the subsequent sound start playing (ON). You can also have the two sounds layered (OFF).

ON: The previous sound continues to play to the end, while the subsequent sound is superimposed on it. **OFF:** The previous sound stops and the subsequent sound starts playing.
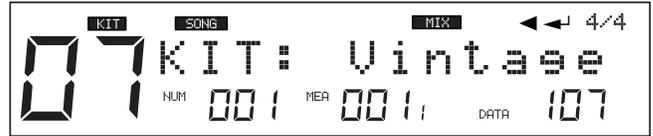
Song Part Settings

Changing the Drum and Percussion settings

1. Press the **[MENU]** button, then press the **[PAGE +]** button.

2. Press the **[SAVE/ENTER]** button to enter the screen of part settings.

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3. Press the **[PAGE –/+]** buttons to select the parameter you want to edit.

```
        KIT      SONG              MIX      ◄◄ ↵  4/4
 07    KIT: Vintage
        NUM  001  MEA 001:    DATA    107
```

4. Press **[–/+]** buttons or the **[VALUE DIAL]** to adjust settings of the parameters.

```
        KIT      SONG              MIX      ◄  ►  4/4
 07    Volume:      25
        NUM  001  MEA 001:    TEMPO   103
```

```
        KIT      SONG              MIX      ◄     4/4
 07    Reverb:       7
        NUM  001  MEA 001:    TEMPO   103
```

Parameter	Brief Explain	Range
Kit Set	Kit Number applied for drum part	1-109 (include GM K IT) 1-99 (if progr ammed with Local Kit) 100-109 (if programmed with GM Kit)
Volume	Part Volume	**0~32**
Reverb	Part Reverb	**0~32**

Changing Parts 1 – 5 settings

These setting are slightly different that the Drum and Percussion part settings.

1. Select the Song part by pressing the **[-/+]** buttons.

```
        KIT      SONG                    ►  4/4
 07    Voc:FngrBass
        NUM  001  MEA 001:    DATA    034
```

2. Press the **[SAVE/ENTER]** button to enter the screen of part settings:

3. Press the **[PAGE –/+]** buttons to select the parameter you want to edit.

```
        KIT      SONG              ◄  ►  4/4
 07    Volume:      25
        NUM  001  MEA 001:    TEMPO   103
```

4. Press **[–/+]** buttons or the VALUE DIAL to adjust settings of the parameters.

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Parameter	Brief explain	Range	Default
Voc*	Voice applied for part1~part 5	detailed instructions below	–
Volume	Part volume	0~32	100
Reverb	Part reverb	0~32	64
Pan	Part pan	L8~Center~R 8	Center

*Parameter Definitions

VOC: Each preset song has its default voice. The DATA indicator in the right bottom side of the LCD display will show the number of the current voice.

Erasing Parts in a Song

This function is only available for User Songs. You cannot erase a part on a Preset Song. If you want to modify a Preset Song first save it to a User memory location.

1. From the Song Mode press the **[MENU]** button.

2. Press the **[PAGE +]** button to select the Part screen (PART: DRUM usually comes up first).

3. Press the **[PAGE +]** button to go to the erase screen.

4. Press the **[-/+]** buttons or VALUE DIAL to select the part you want to erase (Drum, Percussion, Parts 1-5 and All).

5. Press the **[SAVE/ENTER]** button to erase the part. You will see "Sure?" on the display.

6. Press the **[SAVE/ENTER]** button. You will see "Erase OK!". The part should now be erased.

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Saving a Song

The **SD1000** sound module allows you to edit preset songs and save them to user song memory locations. You can also save user songs to SD card memory locations.

1. Select the **[PRESET]** or **[USER]** song to edit and save.

2 Press the **[SAVE/ENTER]** button.

3. Select the User or Card memory location that you want to save it to.

4. Press the **[SAVE/ENTER**] button. The screen will allow you to rename the song.

5. After renaming the Song, press the **[SAVE/ENTER]** button. "Save OK" will be displayed on the screen then the screen will return to the song you just saved.

NOTE: *When saving Songs to a SD Card the SD1000 sound module will save it to an internal memory location at the same time if the SD card fails to write the file to the card. You will see "No Card" or "Card Error" if this occurs.*

Muting Song Parts

Muting the Drum Part of a Song

1. While a Song is playing press and hold the **[MENU]** button, then press the **[PART MUTE]** button to enter the Mute function. The first part (drums) should now be muted while the rest of the song is playing. The **[PART MUTE]** button's LED should be flashing.

2. To change the mute setting to another part Press and hold the **[MENU]** button then press the **[PART MUTE]** button.

3. Press the **[-/+]** buttons or turn the **[VALUE DIAL]** to make your selection. After the drum part yoiu should see the following parts available to mute: **Acmp(Accompaniment), Parts 1-5 and All Parts.**

ADVANCED OPERATIONS

Muting parts of a Song on a SD Card

1. When browsing the SD card, press and hold **[MENU]** button, then press **[PART MUTE]** to select the settings of the mute option. You can select any of the 16 channels to be muted when the part mute function is enabled.

2. You can press **[PAGE+]** or **[-]** buttons to select any of the 16 channels and press **[+]** or **[-]** buttons to set it muted when the part mute function is enabled. (the default setting: Ch10: Mute; other channels are Play)

Recording a New Song

To record your own song you should start with a blank user song.

Each song has 7 record tracks (Drum + Percussion + Part1~Part5), in which Parts 1- 5 can only be recorded by external MIDI devices such as a keyboard or via USB from a computer.

There are two methods of recording, Quick Record, which works immediately or Regular Song Recording, which requires some settings before you proceed. The steps for Quick Record are listed earlier in the manual in the Quick Start Operations.

Regular Song Recording

This method is the more typical way to create a Song when recording a part with the drum pads. This method will allow to quantize and edit parts.

1. Choose a Blank **[USER]** Song.

2. Press the **[RECORD]** button. You will see the REC button blinking. The screen will show the Drum part. Push the **[+]** button to select the Percussion part if you want to record that part. Otherwise you can record the drum part.

At this point you can either start recording or change parameters for the song. There are several parameters you can adjust before recording your song. To get to the recording parameter press the **[PART -/+]** buttons. See the list below for the parameters that are available.

3. After making your settings and you are ready to start recording press the **[PLAY/STOP]** button. You will hear a 4-beat count off and then the sequencer will start recording your playing. The REC and PLAY/STOP buttons will blink.

4. When you have finished playing the part press the **[PLAY/ STOP]** button.

5. Press the **[PLAY/STOP**] button to hear the playback of the part you just recorded.

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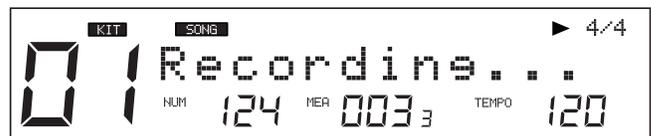
ADVANCED OPERATIONS

Recording Parts 1- 5

To record on these parts you will need an external MIDI keyboard or MIDI device that can output MIDI notes on MIDI channels 12-16. See the table below.

MIDI CHANNEL	PART
12	PART 1
13	PART 2
14	PART 3
15	PART 4
16	PART 5

1. Connect a MIDI keyboard (or other MIDI equipment such as computer) to the MIDI IN port of the SD1000 sound module.

2. On the MIDI keyboard set the MIDI transmit channel 12-16 would be recorded to corresponding part. To select the sound that you are recording you will need to send a Program Change to the SD1000 sound module. See the Voice list in the appendix section for the corresponding MIDI program changes.

3. Press the **[RECORD]** button. It will start blinking to indicate that the module is ready to start recording.

4. Press **[PLAY/STOP]** button to start recording. You will hear a 1 bar/4 beat count-in before recording will start.

5. When you have finished you're playing press the **[PLAY/STOP]** button. Press the **[PLAY/STOP]** button to hear the playback of the part you just recorded.

Parameter	Explain	Parameter ([+]/(-)]	Default
Part	Select record part	Drum/Perc	Drum
TimeSig	Record time signature	1-9/2, 1-9/4, 1-9/8,1-9/16	4/4
Tempo	Tempo	30~280	120
Mode	Record mode	New/Overdub	Overdub
Loop	Loop length	OFF/ALL/1~99	OFF
Qntize	Quantize resolution	OFF/8/8T/16/16T /32/32T/64	OFF
Sync-ST	Synchronous start	OFF/ON	OFF
Precount	Set pre-count measure	0~2	0

ADVANCED OPERATIONS

Definition of Recording Parameters

Part

There are 7 sequencer Parts for the module. Drums and Percussion are the first 2 parts. The accompaniment parts (1-5 must be recorded from an external MIDI device such as a keyboard or via USB on computer. These use MIDI channels 12-15).

Mode/Recording Mode

This refers to how the sequencer will record the note information. Overdub mode records the notes on top of what is already recorded. New mode replaces existing notes when the sequencer is recording. Note that the Percussion part will always use the New mode.

Loop

This determines if the sequencer will repeat the part or not. The settings can be either OFF, 1 shot, 1-99 loops, 1- 99 measures, All: Loop all measure (this appears only when current song is not a new one)

Quantize/Qntize

Quantizing a part will fix timing errors in your playing by moving the notes recorded that were recorded to the closest beat/note value within the song.

To adjust the amount of quantizing that will be done.

1. Select the quantize screen with the **[PAGE – /+]** buttons.

2. Use the **[-/+]** buttons or VALUE DIAL to select the amount of quantizing- off, 1/8, 1/8t(triplet), 1/16, 1/16t, 1/32,1/32t, 1/64.

Synchronous Start

This will start the sequencer recording once a note is played on a pad or via MIDI device.

Pre-count:

This sets the count-in of measures before the sequencer starts. You can set this from 0 to 2 measures (8 beats).

Click:

The Click or Metronome will give you an audio indication of the beat of the sequencer.

To Turn Click on or off:

1. Hold down the **[MENU]** button and press the **[CLICK]** button to view the settings.

2. Press the **[PAGE -/+]** buttons to move through the menu of click settings (ClickVol, TimeSig, Inter, Voc)

Parameter	Explain	Parameter ([+]/(-)]
ClickVol	Click whole volume	0-32
TimeSig	Click time signature	0-9/2, 0-9/4, 0-9/8, 0-9/16
Interval	Click playback intereval	1/2, 3/8, 1/4, 1/8, 1/12, 1/16
Voc	Click voice	Voice/Metro/Claves/Sticks/Cowbell/Click

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ClickVol:

The volume of the click sound.

Time Signature / TimeSig:

You can specify the time signature of the click sound. When the beats per measure is set to "0," no accent will be added to the first beat. The metronome click sound then plays at a fixed volume.

NOTE: You cannot adjust the time signature of a song as it is playing.

Interval:

Specifies the note interval for the Click beat.

Voc:

Determines the sound for the click/metronome sound. The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

Utility Mode

The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

Trigger Setup

You can set the parameters of each drum and cymbal pad in the Trigger menu. While editing the settings, you can select each trigger by hitting the corresponding trigger pad or use the drum pad buttons on the front panel.

Item	Explain	Parameter ([+]/(-)]	Default
Sensitive*	Sensitivity	0~32	–
Thresh*	Threshold	0~31	–
Curve*	Trigger curve	Normal/Exp1/Exp2/Log1/Log2/Loud	Normal
Retrig-C *	Retrigger cancel	1~16	–
X-Talk *	Cross talk	0~16	–
Rim*	Rim sensitivity	– –	1~16
Splash-S	Splash sensitivity	1~8	1

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Parameter Definitions

Sensitivity

This adjusts the sensitivity of the pad trigger to regulate the pad response. Higher settings result in higher sensitivity, so that the pad will produce a loud volume even when struck softly. You can also adjust the sensitivity of the splash in SPLASH SENSITIVITY.

Threshold

This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to extraneous vibrations from another pad.

Curve (Trigger curve)

This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

Retrig-C (Retrigger cancel)

Playing snare drum pads and other devices with commercially available acoustic drum triggers attached may result in altered waveforms, which may also cause inadvertent sounding. This occurs in particular at the decaying edge of the waveform. Retrigger Cancel detects such distortion in and prevents retriggering from occurring. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.

X- Talk (Pad Crosstalk)

When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk.) You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. So be careful and set this parameter to the minimum value required to prevent such crosstalk. With a setting of 0 crosstalk prevention does not function.

Splash-S

When the trigger input selected is hi-hat or splash this will determine the amount of Snare rim sensitivity.

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Effects Settings

The **SD1000** sound module has built-in Reverb and 4 Band EQ effects, which are adjustable in the Utility Effects setup. The available parameters are available below.

Item	Explain	Pararameters	Default
Reverb	Master reverb switch	OFF/ON	According to current KIT
RvbTyp	Reverb type	SRoom/MRoom/LRoom/Hall1/Hall2/Plate/Delay/P.Dely	
EQSwitch	4 band EQ master switch	OFF/ON	
EQLow	EQ low band	-12DB~12db	
EQL.Mid	EQ low middle band	-12DB~12db	
EQH.Mid	EQ high middle band	-12DB~12db	
EQHigh	EQ high band	-12DB~12db	

To change the assignment for the Reverb:

1. Press the **[UTILITY]** Button.

2. Press the **[PAGE -/+**] buttons to select EFFECT.

3. Press **[SAVE/ENTER]**. You will see the Reverb screen.

4. Press the **[PAGE +]** button.

5. Press the **[-/+]** buttons or VALUE DIAL to select the Reverb type.

To change the settings for the Master 4 Band EQ:

1. From the Reverb type screen press the **[PAGE +]** button. You come to the EQ Switch screen.

2. Press the **[PAGE -/+]** buttons to select the EQ parameters that you want to change.

NOTE: *If you want to save all the effects for the current kit, see the "Saving a Kit" section.*

ADVANCED OPERATIONS

MIDI Settings

The **SD1000** sound module is a MIDI and USB MIDI compatible device. You can connect SD1000 sound module to other MIDI devices via standard MIDI cables or to your PC via a USB cable.

For use with MIDI devices you may want to set the module to use these settings.

- **Local On** - Buttons and triggers play internal sound and transmit MIDI OUT data.

- **Local Off** - Buttons and triggers only transmit MIDI OUT data.

- **Soft Thru** - This turns off the MIDI Out and makes the MIDI data coming into the MIDI input go directly to the MIDI output. The default setting is OFF.

- **GM Mode** - When ON, MIDI program changes received on MIDI channel 10 will be sent to General MIDI Kits. When OFF, program changes received on MIDI channel 10 will select the regular internal Drum Kit sounds. The Default setting is ON.

NOTE: If you are experiencing difficulties with communicating with the module from your computer change the GM Mode to OFF.

To get to the MIDI settings:

1. Press the **[UTILITY]** button.

2. Press the **[PAGE -/+]** buttons until you get to "MIDI SET" on the display.

3. Press **[SAVE/ENTER]**. You will see "LOCAL" on the display.

4. Press the **[PAGE -/+**] buttons to get to the other parameters.

4. Press **[EXIT]** to leave this mode.

Factory Reset

There may be occasions where you want the module to return to the factory settings. This function will return the **SD1000** sound module back to factory setup.

1. Press the **[UTILITY]** button.

2. Press the **[PAGE -/+**] buttons until you get to "RESET" on the display.

3. Press **[SAVE/ENTER]**. You will see "ResetPara" on the display.

4. Press the **[SAVE/ENTER**] button. You will see "RESET OK" on the display.

Item	Explain
ResetPara	Reset only global menu parameter settings (MIXER, UTILITY trigger settings, CLICK, Song setup, etc.)
ResetAll	Reset the global menu parameters, and all user songs, and user kits. After the operation, the LCD will show the main screen.

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Using an SD Card

The **SD1000** sound module can use a standard Smartmedia™ Card for backing up and storing Song and Kit information that can be read directly from the card. The SD1000 sound module can support the following files- .MID, *.KIT,*.SNG, *.SET files on a SD card.

The module supports SD cards from 16M to 2G, it supports FAT16 and FAT32. It does not support a SD card which contains more than 1 partition, in this case, only the first partition can be opened and browsed.

We strongly recommend use the SD card formatted by the SD1000 sound module.

Finding Files on an SD Card

1. Press the **[CARD]** button, the button will light, and the root folder of the card would be opened on the display. You'll see the folders and the supported files in the folder.

2. By pressing the **[-/+]** buttons or using the VALUE DIAL, you can browse through the files in a folder.

The files are sorted according to their types and their names.

3. By pressing the **[PAGE -/+]** buttons, you can jump to the first file of the next file type.

4. When a folder is selected, you can press the **[SAVE/ENTER]** button to enter the folder.

*NOTE: If there are no folders or supported files in current directory, "No File!!" would be shown on the display and you can use the EXIT button to return to the last directory you were browsing.

Muting a Channel/Part on an SD Card MIDI File

When browsing the SD card, press and hold the **[MENU]** button, then press **[PART MUTE]** to select the settings of the mute option. You can select any of the 16 channels to be muted when the part mute function is enabled. To play the files use the **[PLAY/STOP]** button to play the MIDI file from the SD card directly.

File Operations

You can easily delete a file, load back your previous settings, format the card or even put your favorite song into the SD1000 sound modules user songs by using the SD card menu.

1. Press **[CARD]** button.

2. Press the **[MENU]** button when browsing the card to open the card menu.

3. Use **[PAGE -/+]** or to select operations, as shown in table below.

Operation	Explain	Parameters	Default
LOAD	Load current file	–	–
DELETE	Delete current file	–	–
LOOP	Select loop mode of the playback	/1	
PRECOUNT	Set the pre-count of playback	0, 1, 2	0
FORMAT	Format the card	–	–

Note: "Load" and "Delete" are shown only when the current selected item is a file (not folder).

ADVANCED OPERATIONS

Loading a MIDI File from an SD Card

You can load a MIDI file to be a user song, or load back the setting of the KITs (*.KIT), all user songs (*.SNG), or your global setting (*.SET).

1. Press the **[SAVE/ENTER]** button, you'll be asked to select the type of the user song after the MIDI file is loaded. These are 1 Shot, Loop, Tap and Hit.

```
 KIT                        ↵  4/4
 35  LdType: 1Shot
     NUM  124  MEA 001:  TEMPO  001
```

2. Press **[SAVE/ENTER]** button to confirm your selection. You will be asked to select which user song memory slot to be used to save the new song. If there's a "*" before the name of the selection, it means it's empty and it's safe to save the new song into it without worrying about overwriting a previously saved song.

```
 KIT                        ↵  4/4
 35  Ld xMySng002
     NUM  124  MEA 001:  TEMPO  002
```

3. Press **[SAVE/ENTER]** to confirm your selection. If you have selected a user song memory slot which is not empty, it will ask you to confirm the over write operation. You can use **[SAVE/ENTER]** to confirm or use **[EXIT]** to go back to the last step and change your selection.

4. If you confirm the selection, the MIDI file would be loaded to the selected user song memory slot, and you will see "Song Loaded!"

```
 KIT                           4/4
 35  Song Loaded!
     NUM  124  MEA 001:  TEMPO  103
```

*****NOTE:** Only MIDI files smaller than 32 Kbytes can be loaded. The Load User Song function supports SMF 1 only, and up to 7 channels of the MIDI file can be used in the 1 shot or loop type user song. For tap or hit type, only 1 channel can be used. Here's the table for the available channels.

1 Shot/Loop Playback		
MIDI Channel	**Part**	**Note**
10	Drum	Send MIDI controller 0 with a value of 127 to select an internal KIT, otherwise the GM kit will be played.
11	Percussion	
12	Part 1	
13	Part 2	
14	Part 3	
15	Part 4	
16	Part 5	

NOTE: On Tap/Hit playback only the first of channel 12~16 in the MIDI file would be used.

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Errors that may occur when loading a MIDI file:

No Usable Data	There are no notes in the MIDI file
"FileError"	File error
"FileTooBig"	The MIDI file is larger than 32 Kbytes
"No Space"	the user data space is full

NOTE: *If you load the MIDI file to a user song which is not empty, the original User Song will be deleted even when display says "No Space".*

Deleting Files

1. Press the **[CARD]** button.

2. Press the **[MENU**] button.

3. Press the **[PAGE -/+]** button to Select "Delete".

4- Press **[SAVE/ENTER**] to confirm the operation.

5. Press **[SAVE/ENTER]** to confirm or press **[EXIT]** to abort. After the deletion, the display will go back to the folder you were browsing. If there are no supportable files in the folder, a "No File!!" would be shown.

Looping Files

From the CARD MENU selection press the **[PAGE -/+]** buttons and select LOOP. This will loop the play back for all the MIDI files in the current folder. The play back would loop the current file only.

Formatting the SD Card

1. Select "Format" in card menu, press **[SAVE/ENTER]**.

2. Press **[SAVE/ENTER]** to confirm the operation. While the card is formatting you will see a "Wait" message

NOTE: *After formatting the card, all previous data in the card will be erased. Please make sure that you have backed up all the important information in the card before this operation.*

The SD1000 sound module supports Windows FAT16 and FAT32 disk formats only, some SD cards with small capacity (under 32M) may be using FAT12, in this case, the card would be formatted into FAT16.
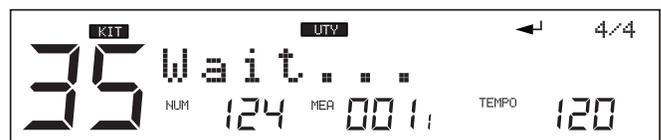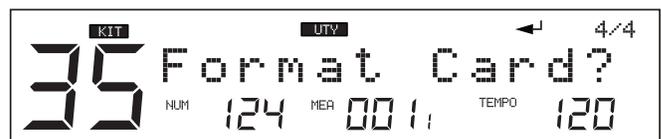
ADVANCED OPERATIONS

Errors that may occur when formatting a SD Card:

Display	Explanation
"No Card!"	The card is not properly inserted in the card slot.
"Card Locked"	The card has protected during the attempt to save, delete or format
"Card Error"	A fatal error occurred during reading or writing the card
"FS Error"	The file system of card is not supported

Save All

One convenient feature of the **SD1000** is the ability to save and backup all your settings in the module to a SD card. See the list below for all the settings that can be saved to SD card.

Saving your Global Setup

1. Be sure that your SD Card is inserted in the SD card slot on the back of the module and valid.

2. Press the **[UTILITY]** button.

3. Press the **[PAGE -/+]** buttons to enter Save Global page.

4. Press **[SAVE/ENTER]**. The screen will show "Save OK" and then return to the previous screen.

5. The screen will show "Save OK" and then return to the previous screen.

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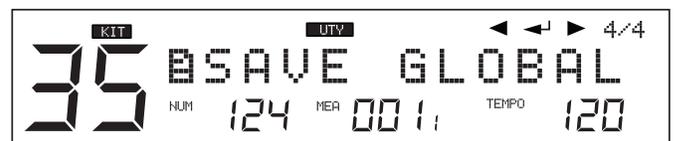
APPENDIX

Voice List

#	Voices	#	Voices	#	Voices	#	Voices
1	BasicKick	32	NaturalKick	63	JazzDynKick	94	StadiumKick
2	ShaftKick	33	NaturalKick2	64	DynKick1	95	VintageKick
3	JazzKick1	34	HollowKick	65	DynKick2	96	BigSimnsClap
4	JazzKick2	35	BoomKick	66	DynKick3	97	BrushSnareRS
5	Jazzkick3	36	BoomKick2	67	VariKick	98	DynBrushSnar
6	JazzKick4	37	BoomKick3	68	DynoKick	99	Blastix
7	PillowKick	38	LowTiteKick	69	AtomicKick	100	BlastixRS
8	RoundKick	39	OvalKick	70	BodyKick	101	DynSnare
9	RoundKick2	40	BangKick	71	DynGateKick	102	DynSnare2
10	WarmKick	41	EmptyKick	72	BigAKick	103	DynSnare2RS
11	GateKick	42	GateKick	73	DynBoomKick	104	MuteSnare
12	TubbyKick	43	Big&Round	74	ClickBoom	105	DynFunkSnare
13	ShortGate	44	80'sRockKick	75	CrunchKick	106	FunkSnareCS
14	TightKick	45	70'sRockKick	76	GuitarKick	107	FunkSnareRS
15	ThinKick	46	GatedKick	77	LayerKick	108	DynPiccolo
16	ThinKick2	47	GatedKick2	78	GtarBiteKick	109	GTRHitSnare
17	BigKick	48	RoomKick	79	DistGTRKick	110	DynRingySnr
18	BigKick2	49	RoomKick2	80	DiveBombKick	111	RingyRS
19	ThunkKick	50	TiteRoomKick	81	RiseKick	112	DynRKlSnre
20	SmallKick	51	TiteKick	82	MuteKick	113	SDSComboSnr
21	ShortKick	52	AmbKick	83	HybridKick	114	SDSHybrid
22	ShortKick2	53	FlatKick	84	CrunchKick2	115	STDynSnare
23	ShortKick3	54	BullseyeKick	85	ThickKick	116	AluminumSNR
24	ShortKick4	55	ThudKick	86	RockKick	117	AlumSNRCS
25	Shortkick5	56	RubberKick	87	DynWarmKick	118	AlumSNRRS
26	SmallKick	57	FunkKick	88	80'sGateKick	119	BellBrassCS
27	MetallicKick	58	LowEndKick	89	ClassicRkKik	120	BellBrassRS
28	SmallKick	59	Short&Low	90	FunkRockKik	121	BellBrassSNR
29	LoKick	60	HammerKick	91	CollectorKik	122	BubingaSNR
30	LoKick2	61	WhamKick	92	RecordingKik	123	BubingaRS
31	LoKick3	62	RamKick	93	MetalKick	124	BubingaCS

APPENDIX

Voice List

#	Voices	#	Voices	#	Voices	#	Voices
125	DeepBrassSNR	156	MetalSnareRS	187	FunkRockTm1	218	BrushCrshCym
126	DeepBrassRS	157	MetalSnare	188	FunkRockTm2	219	18 SV-Crash
127	DeepBrassCS	158	StadiumSRS	189	FunkRockTm3	220	16 SV-Crash
128	ShBrassSNR	159	StadiumSCS	190	CollectorTm1	221	20 ZRdBell1
129	ShBrassCS	160	StadiumSNR	191	CollectorTm2	222	20 ZRdBow1
130	ShBrassRS	161	VintageSNRCS	192	CollectorTm3	223	20 ZVRdEdg1
131	ShWoodSNR	162	VintageSNRRS	193	RecordingTm1	224	20 ZRdBell2
132	ShWoodRS	163	VintageSnare	194	RecordingTm2	225	20 ZRdBow2
133	ShWoodCS	164	BrushTom 1	195	RecordingTm3	226	20 ZRdEdge2
134	SteelSnare	165	Brush Tom 2	196	MetalTom1	227	08Kick
135	SteelSnareRS	166	Brush Tom 3	197	MetalTom2	228	HipHopKick
136	SteelSnareCS	167	Brush Tom 4	198	MetalTom3	229	Electrokick1
137	ShSteelSNR	168	Brush Tom 5	199	StadiumTom1	230	HipHopKick2
138	ShSteelRS	169	Brush Tom 6	200	StadiumTom2	231	08LongKick
139	ShSteelCS	170	RKTom 1	201	StadiumTom3	232	09Kick
140	80'sGateSNR	171	RKTom 2	202	VintageTom1	233	DrmNBassKick
141	80'sGateCS	172	RKTom 3	203	VintageTom2	234	Electrokick2
142	80'sGateRS	173	RotoTomMID	204	VintageTom3	235	BeepKick
143	ClassicRkSNR	174	RotoTomHI	205	13 SH-HiHat	236	MachineKick
144	ClassicRkSRS	175	RotoTomLO	206	13 SH-HiHatF	237	FilterKick
145	ClassicRkSCS	176	DynTom1	207	13 SH-Splash	238	ElectroKick3
146	FunkRockSCS	177	DynTom2	208	14 ZM-HiHat	239	ThunkKik
147	FunkRockSRS	178	DynTom3	209	14 ZM-HiHatF	240	09Kick2
148	FunkRockSNR	179	DynTom4	210	14 ZM-Splash	241	KnockKick
149	CollectorSCS	180	DynTom5	211	15 ZL-HiHat	242	SlamKick
150	CollectorSRS	181	80'sGateTom1	212	15 ZL-HiHatF	243	BOOMKik
151	CollectorSNR	182	80'sGateTom2	213	15 ZL-Splash	244	DeepKick
152	RecordingSCS	183	80'sGateTom3	214	Splash	245	TweakKick
153	RecordingSRS	184	ClassicRkTm1	215	WChinaCymbal	246	HouseKick
154	RecordingSNR	185	ClassicRkTm2	216	ChinaCymbal	247	SmackKick
155	MetalSnareCS	186	ClassicRkTm3	217	SplashCymbal	248	DigeriKick

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Voice List

#	Voices
249	FunkyKick
250	ShotKick
251	NoiseKick
252	Backwardkick
253	MetallicKik
254	BassKick
255	BlipKick
256	ShortyKick
257	ElectroKick4
258	Bangkick
259	HipHopKick3
260	RoKitKick
261	StepKick
262	TankKick
263	SmackSnare
264	StepSnare
265	JunkySnare
266	JungleSnare
267	TightElecSNR
268	SimmonsSNR1
269	SimmonsSNR2
270	SimmonsSNR3
271	SimmonsSNR4
272	SimmonsSNR5
273	SimmonsSNR6
274	TechSnare
275	D'NBSnare
276	08Snare
277	09Snare
278	09Snare2
279	D'NBSnare2

#	Voices
280	ElectMtalSNR
281	Soft09Snare
282	WetSnare
283	80'sMachSNR
284	TRSnare
285	DiscoSnare
286	ClapSnare
287	NaturalSNR
288	WackoSNR
289	90'sElectSNR
290	PipeSnare
291	BassSnare
292	LoFiSnare
293	MetallicSNR
294	CrackSnare
295	TweakSnare
296	LectroSnare
297	TrashSnare
298	LFOSnare
299	PitchSnare
300	LoFiSnare2
301	HipHopSnare
302	lectroSnare2
303	CompressSNR
304	SquashSNR
305	ClapSnare2
306	SmashSnare
307	SmackSnare2
308	IndustralSNR
309	HouseSnare
310	REzSnare

#	Voices
311	JungleSnare2
312	08ShortSnare
313	MetalSnare2
314	ThudSnare
315	ThrashSnare
316	SmackitSnare
317	ElecSmakSNR
318	HipHopSnare2
319	HipHopSnare3
320	08Crash
321	08HiHat1
322	08HiHat2
323	08HiHat3
324	LoFiHiHat1
325	LoFiHiHat2
326	LoFiHiHat3
327	HipHopHat1
328	HipHopHat2
329	HipHopHat3
330	MachineClap
331	Zap 1
332	Zap 2
333	Bandhit
334	OrchHit
335	08Bell
336	08CongaHi
337	08CongaLo
338	08CongaMID
339	08Clave
340	08LoTom
341	08Marcas

#	Voices
342	08RimShot
343	08Tom1
344	08Tom2
345	09Tom1
346	09Crash1
347	09Crash2
348	09ClosedHat
349	09OpenHat
350	09Tom2
351	09Tom3
352	09Tom4
353	DnBCrash
354	HH HatClsd
355	HornHit
356	JungleCrash
357	JungleHat
358	JungleBell
359	JungleStick
360	JungleTom
361	OrchHit2
362	StepRide
363	StepStick
364	StepSnare
365	StepTom
366	Scratch1
367	Scratch2
368	Scratch3
369	Scratch4
370	ScratchKick
371	ScratchSNR1
372	ScratchTom

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Voice List

#	Voices	#	Voices	#	Voices	#	Voices
373	ScratchSNR2	404	SDSTom1	435	Cowbell1	466	Tabla2
374	CrunchSNR2	405	SDSTom2	436	Cowbell2	467	Tabla3
375	SDS1Kick	406	SDSTom3	437	Cowbell3	468	Tabla4
376	SDS5VKick	407	SDSTom4	438	Cowbell4	469	Tabla5
377	SDSVKick1	408	SDSTom5	439	Cxxeke	470	Tabla6
378	SDSVKick2	409	SDSTom6	440	Djembe1	471	Tabla7
379	SDSVKick3	410	SDSBend	441	Djembe2	472	Tabla8
380	SDSVKick4	411	SDSClap	442	DrumStick1	473	Tabla9
381	SDSKick1	412	SDSClap2	443	DrumStick2	474	Tabla10
382	SDSKick2	413	SDSCowBell	444	Dumbek1	475	Taiko
383	SDSKick3	414	SDSCrash	445	Dumbek2	476	TaikoRim
384	SDSVSnare1	415	SDSMetal	446	Dumbek3	477	Tambourine1
385	SDSVSnare2	416	One	447	Dumbek4	478	Tambourine2
386	SDSVSnare3	417	Two	448	Dumbek5	479	Tambourine3
387	SDSVSnare4	418	Three	449	Dumbek6	480	Timbale1
388	SDSVSnare5	419	Four	450	Dumbek7	481	Timbale2
389	SDSVSnare6	420	Five	451	Dumbek8	482	Timbale3
390	SDSSnare1	421	Six	452	Dumbek9	483	Timbale4
391	SDSSnare2	422	Seven	453	FingerCymbal	484	Timbale5
392	SDSSnare3	423	Eight	454	FingerSnap	485	Timbale6
393	SDSSnare4	424	Nine	455	Flexatone	486	Timbale7
394	SDSSnare5	425	Ten	456	Gong	487	MetalDrum
395	SDSSnare6	426	Eleven	457	Panderedo1	488	MetalDrumRim
396	SDSSnare7	427	Twelve	458	Panderedo2	489	Timpani1
397	SDSVTom1	428	Baya1	459	Panderedo3	490	Timpani2
398	SDSVTom2	429	Baya2	460	Piatti	491	Udo1
399	SDSVTom3	430	Baya3	461	Shaker	492	Udo2
400	SDSVTom4	431	Baya4	462	Sleighbells	493	Udo3
401	SDSVTom5	432	Baya5	463	SurdoMute	494	VibraSnap
402	SDSVTom6	433	Castanets1	464	SurdoOpen	495	AgogoHi
403	SDSVTom7	434	Castanets2	465	Tabla1	496	AgogoLow

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Voice List

#	Voices
497	BongoHi
498	BongoLo
499	Cabasa
500	Clave
501	CongaHi
502	CongaLo

#	Voices
503	CongaMute
504	WoodBlockHi
505	Guiro
506	Whistle
507	WoodBlockLo
508	Maracas

#	Voices
509	CuicaMute
510	TriangleMute
511	CuicaOpen
512	TriangleOpen
513	GuiroShort
514	WhistleShort

#	Voices
515	TimbaleHi
516	TimbaleLo
517	Mute

Kit List

#	Style	Program Change #
1	Maple	0
2	ModernPop	1
3	Classic Rock	2
4	Funk Rock	3
5	Grunge	4
6	LAFunkRock	5
7	Vintage	6
8	ModernPop	7
9	HeavyMetal	8
10	ClassicJazz	9
11	SessionFunk	10
12	Train Beat	11
13	BluesSet	12
14	Hard Funk	13
15	RhythmNBlues	14
16	Bubinga	15
17	Funkster	16
18	Nashville	17
19	MetalHead	18

#	Style	Program Change #
20	Funkilicious	19
21	80's Gated	20
22	Ballad	21
23	Brushes	22
24	DrumN'Bass	23
25	MoreMetal!	24
26	StudioSet	25
27	R'nBHipHop	26
28	Jazz Maple	27
29	TightFunk	28
30	SoftRock	29
31	VintReggae	30
32	R'nBClassic	31
33	90'sRock	32
34	Rock'N Roll	33
35	ModernMetal	34
36	WarmReggae	35
37	ElectricFunk	36
38	80'sRock	37

#	Style	Program Change #
39	08Machine	38
40	09Machine	39
41	HardRock	40
42	Jamaican	41
43	SurfsUp!	42
44	Techno	43
45	World-Perc	44
46	Hip Hop	45
47	Africa	46
48	Scratch IT!	47
49	House	48
50	Latin-Perc	49
51	Brass Snare	50
52	Simmons Orig	51
53	Shredder	52
54	Tablathon	53
55	Orchestra	54

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Song List

#	Style	Genre	#	Style	Genre
1	Bonz Beat	Rock	31	Latin Rock	ROCK
2	Alt Rock	ROCK	32	Fusion Rock	ROCK
3	Train Groove	ROCK	33	Flashback	ROCK
4	Headbanger	ROCK	34	Lite Ballad	ROCK
5	Nice & Funky	FUNK	35	Funky Beat	ROCK
6	Metal Head	ROCK	36	Punkster	ROCK
7	MoreCowbell!	ROCK	37	50's Rock	ROCK
8	Funky Monkey	FUNK	38	Metal Groove	ROCK
9	Boogywoogy	ROCK	39	Bluesy Beat	ROCK
10	FunkyStuff	FUNK	40	Vintage Beat	ROCK
11	80's Pop	ROCK	41	Metallic	ROCK
12	70's Rock	ROCK	42	Funky Thang	FUNK
13	Rock Blues	ROCK	43	Hey Mon!	REGGAE
14	LA Funk	FUNK	44	FunkyFeel	FUNK
15	Big 70's	ROCK	45	Groove Me	FUNK
16	ItsGot2BFnky	FUNK	46	Funky 80's	FUNK
17	Ballad Rock	ROCK	47	Bossa Beat	LATIN
18	Rock'in Out	ROCK	48	R'NB Groove	RNB
19	Blastbeat	ROCK	49	Modern Jazz	JAZZ
20	80's Rock	ROCK	50	Reggae Up	REGGAE
21	Surf Rock	ROCK	51	WorldGroove	WORLD
22	FusionGroove	FUNK	52	Brasilia	LATIN
23	Freakiness	ROCK	53	Island Gruv	REGGAE
24	Steelgroove	ROCK	54	Jazz Waltz	JAZZ
25	Texas Blues	ROCK	55	Swingin' it	JAZZ
26	ReggaeRock	ROCK	56	DubStepper	TECHNO
27	Rock Shuffle	ROCK	57	Jazziness	JAZZ
28	UpBeat	ROCK	58	Jacuzzi Beat	HIPHOP
29	Fast Rock	ROCK	59	HipHopR'nB	HIPHOP
30	Demonic	ROCK	60	FunkyTime	FUNK

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Song List

#	Style	Genre		#	Style	Genre
61	HonkeyTonk	COUNTRY		86	3/4 Feel	Percussion Loop
62	Discotech	TECHNO		87	Bossa	Percussion Loop
63	Groovin	RNB		88	Africa	Percussion Loop
64	Funky Africa	WORLD		89	Latin 1	Percussion Loop
65	Funky Fusion	FUNK		90	Latin 2	Percussion Loop
66	Pop Ballad	ROCK		91	Latin 3	Percussion Loop
67	FunkItUp	FUNK		92	Latin 4	Percussion Loop
68	BluesShuffle	ROCK		93	Latin 5	Percussion Loop
69	Breakbeat	ROCK		94	Samba	Percussion Loop
70	Steady 8th's	ROCK		95	Latin 6	Percussion Loop
71	Basic Ballad	ROCK		96	Synth 1	Hit
72	Salsa Groove	LATIN		97	Piano	Hit
73	Big Ballad	FUNK		98	GuitarChord	Hit
74	Craziness	ROCK		99	GuitarFX 1	Hit
75	Funkster	FUNK		100	GuitarFX 2	Hit
76	Salsa Jazz	LATIN		101	Bassline 1	Tap
77	Swing Beat	JAZZ		102	Bassline 2	Tap
78	HipHop Beat	HIPHOP		103	Bassline 3	Tap
79	Line Dance	COUNTRY		104	Bassline 4	Tap
80	TechoGroove	TECHNO		105	GTR Chords 1	Tap
81	MapleSetSolo	SOLO		106	Pno Chords	Tap
82	VintageSetSolo	SOLO		107	Clav Chords	Tap
83	Sweet Groove	SOLO		108	GTR Chords 2	Tap
84	Rock Out!	SOLO		109	GTR Chords 3	Tap
85	SolidGroove	SOLO		110	Bassline 5	Tap

APPENDIX

Demo List

Demo Songs		
	1	Drum Solos
	2	Song Demos

ASCII Character List

!	#	$	%	&	`	(	)	+	=
	-	,	;	@	0	1	2	3	4
6	6	7	8	9	A	B	C	D	E
F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y
Z	a	b	c	d	e	f	g	h	i
j	k	l	m	n	o	p	q	r	s
T	u	v	w	x	y	z			

Pad MIDI Note Assignments

Pad #	Trigger #	Name	MIDI Note
1	1	KICK	36
2	2	SNARE	38
	3	SNARE R	40
3	4	TOM1	48
	5	TOM1 R	50
4	6	TOM2	45
	7	TOM2 R	47
5	8	TOM3	43
	9	TOM3 R	58
6	10	TOM4	41
	11	TOM4 R	39
7	12	RIDE	51
	13	RIDE R	59

Pad #	Trigger #	Name	MIDI Note
	14	RIDE BELL	53
8	15	CRASH 1	49
	16	CRASH 1 R	55
9	17	CRASH 2	57
	18	CRASH 2 R	52
10	19	O HIHAT	46
	20	O HIHAT R	26
	21	HALF OPEN HIHAT	23
	22	HALF OPEN HIHAT R	24
	23	C HIHAT	42
	24	C HIHAT R	22
CTRL	25	P HIHAT	44
	26	SPLASH	21

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APENDIX

MIDI Implementation Chart

MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Default Channel Changed	10ch X	1-16ch X	
Default Mode Messages Alterde	X X ***********	X X ***********	
Note Number: True voice	0-127 ***********	0-127 0-127	
Velocity: Note on Note off	○ ○	○ ○	
After key's Touch Ch's	○ X	○(ch10) X	
Pitch Bend	X	○	
Control 0 1 5 7 10 11 64 65 66 67 80 81 91 93 120 121 123	X X X X X X X X X X X X X X X X X	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Bank select Modulation Portamento time Volume Pan Expression Sustain Pedal Portamento on/off Sostenuto Pedal Soft Pedal Reverb Program Chorus Program Reverb level Chorus level All Sound Off Reset all controllers All notes off
Program Change	○	○	
System Exclusive	○	○	GM ON/OFF
System :Song Position Common :Song Select :Tune	X X X	X X X	
System : Clock Real Time :Commands	○ ○	X X	Start, Stop
Aux : LOCAL ON/OFF : All Notes Off Messages : Active sense : Reset	X X ○ X	X X X X	

○:YES
X :NO

valid RPN:0,1,2

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