SIMMONS®

SD2000

5-PIECE ELECTRONIC DRUM KIT

OWNER'S MANUAL

SimmonsDrums.net

![SIMMONS]

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.
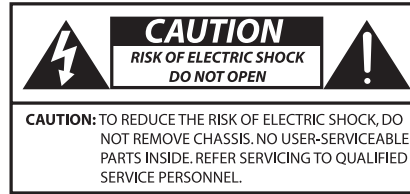
AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.

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).

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.

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TABLE OF CONTENTS

MAIN FEATURES

SIMMONS SOUND LIBRARY
The SD2000 features a new sound library developed by Simmons to represent the most sought after acoustic drums, world percussion instruments, and classic Simmons electronic drums, as well as an inspiring collection of unique new sounds not found in other electronic drum kits.

USER SAMPLE MEMORY
You can also load your own sounds (.wav files) for maximum flexibility and creativity. 28MB of the waveform memory is reserved for this.

VARIABLE ATTACK RESPONSE
Sounds created for the SD2000 were designed to give the player a realistic sonic response that is appropriately different each time you strike a drum or cymbal on the kit.

SYNTHESIS PER DRUM
12db / octave low pass filter, with variable cut-off and resonance, plus +/- octave pitch shift. Independent velocity control of filter cut-off, resonance and envelope length.

TENSIONABLE MESH DRUM HEADS
The new mesh drum design allows the user to customize the surface tension of the drumhead fit your own playing preferences, and give a more realistic and responsive surface.

ISOBALL MOUNTS
The new mounting design for the drum and cymbal pads and sound module isolates each element from transmitting vibrations to the others, or receiving them. This reduced crosstalk avoids unintended triggering or interference.

AUDIO OUTPUTS AND INPUTS
Stereo headphone and line outputs allow you to hear the Simmons kit via your headphones, powered speakers, mixer or other audio setup. Aux Input allows you to connect your phone, MP3 or other audio source, so its audio can be heard along with the module sounds at the module's audio outputs.

EXPANDABLE
The SD2000 is expandable to a 10 piece kit: snare, kick, 4 toms, hi-hat, ride cymbal, and 2 crash cymbals with Simmons SD2000 expansion pack.

SD2000 SPECIFICATIONS

MODULE SPECS
Polyphony 64 Voices
Sounds 50 Preset Kits
Up to 50 User Kits
777 Preset Sounds
28Mb of User sample memory (for .WAV files)
4 Demo Songs
User Songs. The amount of User Songs depend on storage media.
Mixer- Kick, Snare, Toms, Crash 1, Crash 2, Ride, Hi Hat, Tom 4 and
Cymbal 2 inputs
Effects- Reverb
EQ- 2 band EQ per Kit

TRIGGER INPUTS
Kick
Snare - Triple zone
Toms - 1 -3 Dual zone
Crash - Dual zone
Hi Hat - Single zone with multi-positional controller
Tom 4 and Cymbal 2 inputs

MIDI JACKS - IN AND OUT
USB to Computer- For sample transfer and MIDI USB
USB Host – For storing/recalling user data to/from your USB device
as well as Playback and Recording of audio files

RACK
Anodized Aluminum
Diecast Mounts with Isoball rubber

DRUMS
11" Mesh Triple Zone Snare
9" Mesh Dual Zone Toms
12" Hi Hat Cymbal
13" Dual Zone Crash Cymbal
15" Triple Zone Ride Cymbal
9" Kick Drum and Stand
Multi-position Hi Hat Controller

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 - 4 demo songs
BPM
Click/Metronome - Click Voice, Time Signature,
Tempo, Interval, Volume

SIMMONS®

WELCOME

Congratulations on your purchase of Simmons' SD2000 Electronic Drum Kit. To get the most enjoyment from this kit, we recommend that you skim through this manual at least once, and then refer back to it to learn more about specific functions.

CARING FOR YOUR SD2000 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 SD2000 is not in use.
• The AC adapter should be unplugged from the AC outlet if the SD2000 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 SD2000 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 SD2000 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.

ASSEMBLING YOUR KIT

CAUTION!
While Simmons makes every effort to provide the highest quality products, metal shavings and/or burrs occasionally remain as a by-product of the manufacturing process. To avoid injury, please use caution when adjusting clamps, or when working with pipe and screw ends.

PARTS / ASSEMBLY

WHAT'S INSIDE EACH BOX
Before assembly, please check that all items listed below are present.

BOX 1
Cymbals
Triple Zone 15" Cymbal- SD2000RD
Dual Zone 13" Cymbal- SD2000CR
Single Zone 12" Cymbal- SD2000HH

Drums
11" Triple Zone Snare- SN2000SN11
9" Dual Zone Tom- 3- SD2000TOM9

Kick Drum and Stand- SD2000BD
Hi Hat Controller- SD2000HHC

SD2000 Module

Accessories
AC Adapter
Multi-pin Cable Harness
Cymbal Boom Arm/Stand
Drum Sticks

BOX 2

Drum Rack

Left Rear Post
(NOTE: this is the post with NO cymbal mount on top)

Right Rear Post
(cymbal mount on top)

Right Front Post
(cymbal mount on top)

Left Front Post
(cymbal mount on top)

Center crossbar with two drum mounts

Left Side crossbar with module and hi hat mount

Right side crossbar with one drum mount

Triple Zone
15" Cymbal

Dual Zone
13" Cymbal
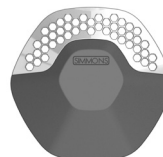
Single Zone
12" Cymbal

11" Triple
Zone Snare

9" Dual
Zone Tom

AC Adaptor

Multi-pin Cable Harness

Hi Hat
Controller

Kick Drum
and Stand

SD2000
Module

1 Pair
Drumsticks
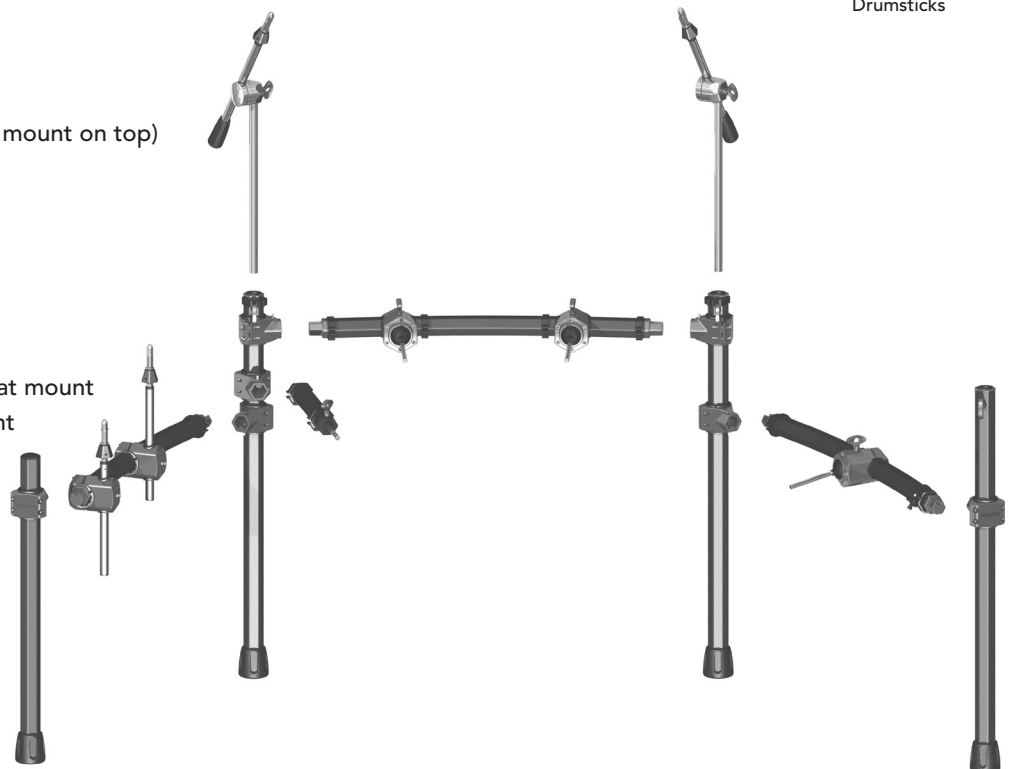
ASSEMBLING YOUR KIT

RACK ASSEMBLY

1. Remove all preassembled rack tubing with clamps from Box 2.
2. Each T-Fitting and tube end-fitting is labeled with a number. Lay the vertical and horizontal tubes on the floor with the sticker numbers matching each section.
3. Remove Drum Key from the crossbar.
4. There is a Drum Key Fastener location on the end of each fitting. Back this fastener out until the pointed end is no longer protruding inside, but do not remove it. Do this for all the fittings with this feature on the vertical leg-fittings.
5. Begin with T-fitting/tube end number (1) and insert into the corresponding left vertical leg. The surfaces of the fitting should almost touch. Tighten the Drum Key Fastener with the Drum Key until snug (do not over tighten).
6. Continue assembling the rack working your way around to T-fitting/tube end number (1) (to the vertical right leg).
7. After you have the rack assembled, double check each Drum Key Fastener and make sure they are all snug (but do not over tighten).

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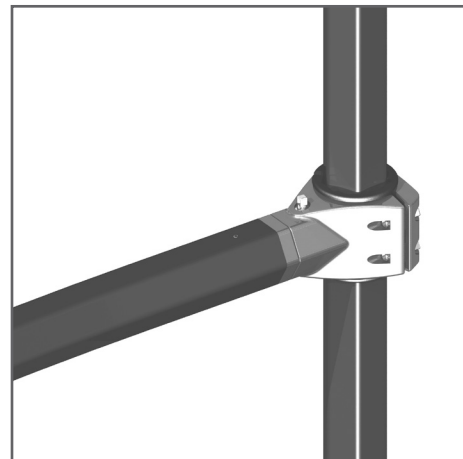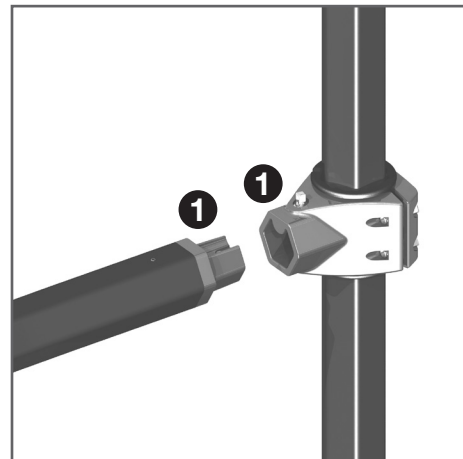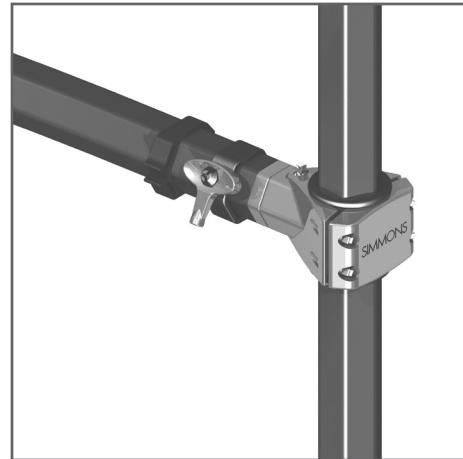
ASSEMBLING YOUR KIT

ATTACHING THE DRUMS TO THE RACK
Each drum has a hand knob thumbscrew that comes with it. Place the hand knob thumbscrew into the hole at the bottom of the shell and screw it in partially.

Slide the drum onto the mount arm stem and tighten the hand knob thumbscrew until the drum is securely held on the mount.

Adjust the angle of the drum to where you want it, and use the hand knob thumbscrew on the top of the mount to tighten the Isoball and to secure the drum.
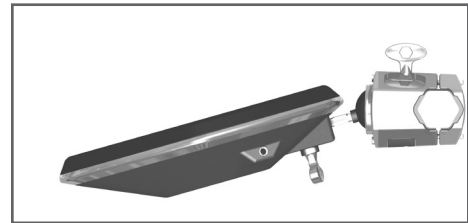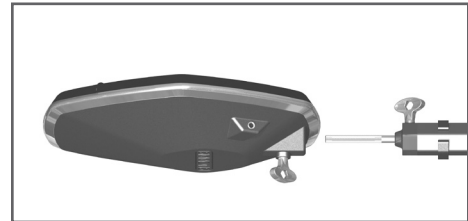
ATTACHING THE CYMBALS (CRASH, RIDE, HI-HAT)
Attach cymbal arms to rack and adjust to the desired position and angle before attaching the cymbals. Hand tighten the knobs for height and angle adjustments.
The cymbals mount to the top of the arms into the ISO Ball.
Pull down on the lock release on the cymbal arm.
Press the cymbal onto the end of the arm while holding down on the lock release. Press on until the ISO Ball touches the shoulder of the mount.
To remove hold down the lock release and pull cymbal off.
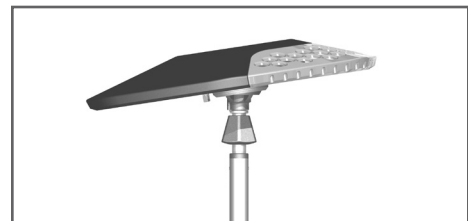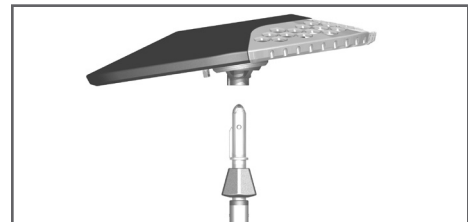
ASSEMBLING YOUR KIT

ATTACHING THE MODULE
Attach module mount arm to the rack and adjust to the desired height in a vertical position (angle can be adjusted later) before attaching the module. Hand tighten the knobs for height and angle adjustment.
The module mounts to the top of the arms into the ISO Ball.
Pull down on the lock release on the module mount arm.
Press the module onto the end of the arm while holding down on the lock release. Press on until the ISO Ball touches the shoulder of the mount.

To remove hold down the lock release and pull module off.
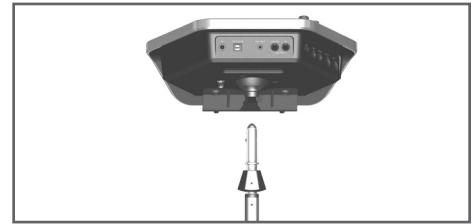
KICK DRUM AND STAND
Screw the legs into the base being careful not to cross thread. Hand tighten until very tight.

Loosen fastener on drum head* with a drum key. Slide drum onto mounting arm and tighten drum key (but do not over tighten).

The mounting shelf for the pedal is adjustable. Loosen both side knobs but do not remove. Place on a flat surface. The rubber feet are adjustable, turn as needed to level the base and provide stability. Attach your pedal securely to the mount shelf. Once the pedal and base are level tighten both side hand knobs.

Spikes: The rubber feet are removable; just pull them off to use the spike option. The spikes are adjustable in length, rotate to adjust as needed.

KICK DRUM, HI-HAT PEDAL AND PAD CONNECTIONS
1. Place the kick drum pad tower on the floor in the center of the rack as illustrated.
2. Attach your kick drum pedal to the kick drum pad tower (pedal not included) see above.
3. Place the hi-hat pedal on the floor and to the left.
4. Connect the marked cables from the pads to the multi-pin input on the bottom of the sound module. It is best to start from the opposite side of the module and route the cables with the cable clips as you go. This will provide the cleanest look and make it much easier.
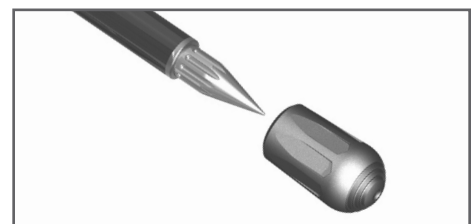
* Please Note: To eliminate confusion with the tom pads, the drum pad assigned to the bass drum has the Simmons logo (printed on the drum head) on the opposite side to the mounting arm.

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FINAL ASSEMBLED KIT

DRUM MODULE OPERATION

TOP PANEL CONTROLS

1. Volume: Controls the main volume output
2. Aux input: Controls the volume of the aux input (for instance, if you connect the audio output of your phone or MP3 player to the aux input, this control will let you adjust the volume of that audio relative to the volume of the kit)
3. Value Dial: Changes the current value on screen
4. Increment/Decrement buttons: Changes the currently selected value on screen incrementally
5. Function buttons: Press a button to select the function that is on screen above it
6. Kit: Selects the Kit Mode
7. Song: Selects the Song mode
8. USB: When a USB device (such as a thumbdrive) is connected, this button selects USB host operations
9. Utility: Selects the Utility Mode functions
10. Power: Press to turn power on, hold several seconds to turn power off

11. Save/Enter: Used for saving or entering a value that is selected on the screen
12. Cursor ← and →: Moves the onscreen cursor forward or backwards
13. Exit: Used to exit a mode or specific screen
14. Part Mute: Mutes a part in a song sequence. Normally defaults to the drum part
15. Tempo – and +: Changes the sequencer tempo values incrementally
16. Play/Stop: Starts and stops the sequencer in the song mode
17. Click: Turns on and off the sequencer click
18. Rec (Record): Records MIDI or audio

DRUM MODULE OPERATION

FRONT MIXER PANEL

19. Headphones: Controls the headphone volume separately from the main output
20. Faders: These control 3 banks of real-time adjustments to the current kit sound
    - These are all global real time controls, for making on-the-fly adjustments to the overall sound of the module. They do not change the stored programming of the current kit. Instead, they "non-destructively" reshape the sound of any kit you choose, acting as temporary real-time modifications to the stored settings.
    - For example if you are playing on stage and find the kick drum is too loud you can press the Bank button to select the 3rd bank of fader functions (blue LED beside Kick will be lit), and move the far left fader (labeled Kick) to set your preferred volume for the kick.
    - Once you've made any adjustments, they will stay active and be applied to any kit you select to play.
    - To clear all current fader-controlled adjustments hold the (21) Bank button 3 seconds. All 3 banks of fader controls will be "cleared" and all kits will then play with their unadjusted programmed settings.
21. Bank: Press to select which bank of features the faders will control: lit LED indicates which bank is being controlled by faders

Bank 1: Tuning, Filter, Shape, EQ - HI, EQ - Low
- Tuning will globally lower/raise the pitch of the kit,
- Filter will apply a Low pass filter to the kit sound,
- Shape allows a choice of Tight, Normal or Loose.
- EQ - HI will boost or reduce high frequencies
- Low will boost or reduce low frequencies
Bank 2: Ride, Tom 4, Crash 2, Accompaniment
- Adjust the output volumes of each of these Kit and Song elements
Bank 3: Kick, Snare, Toms, Hi Hat and Crash
- Adjust the output volumes of each of these Kit elements

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DRUM MODULE OPERATION

BACK PANEL
22. AC Adapter input- 9V
23. USB to Host: USB connection for Computer and iOS devices
24. Aux input: 1/8" TRS input for auxiliary audio devices (you can connect you phone or mp3 player here)
25. Main Outputs: L/Mono and R
   • If connecting to a mono system, use the L/Mono jack only
   • Stereo output requires two cables, one from L/Mono, and one from R
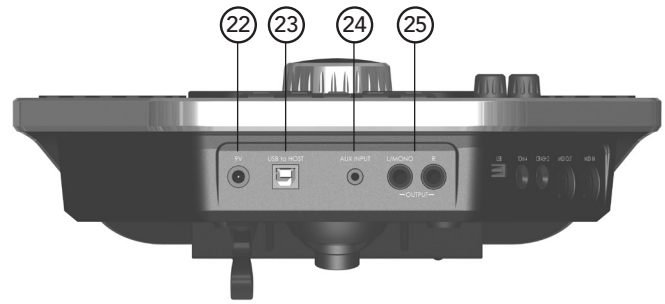
SIDE PANEL
26. USB Host: Connect a USB thumb drive here if you'd like to backup/restore module data, or play .wav or mp3 files from your USB device.
27. Tom 4: This TRS jack can be used for a dual zone drum or cymbal
28. Crash 2: This TRS jack can be used for a dual zone drum or cymbal
29. MIDI Output: Connect to the MIDI In jack of a device that you'd like to send MIDI to
30. MIDI Input: Connect to the MIDI out jack of a device that you'd like to receive MIDI from
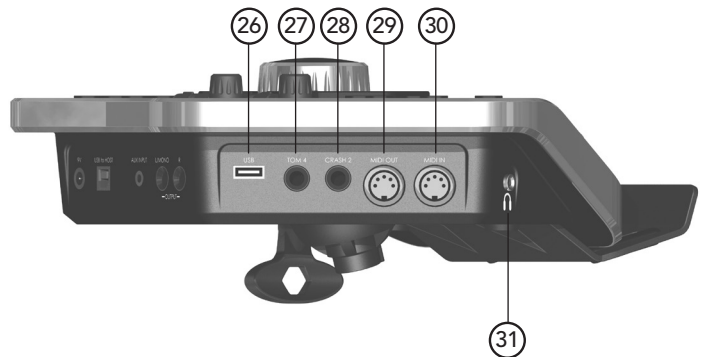
BOTTOM PANEL
Serial Connection Jack for the pad trigger cables.

MULTI-PIN JACK INPUT
   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 serial port of the sound module. (See illustration.)
NOTE: The voice of the hi-hat pad is controlled by the hi-hat pedal. 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'. Use cable strips to retain cable to rack.

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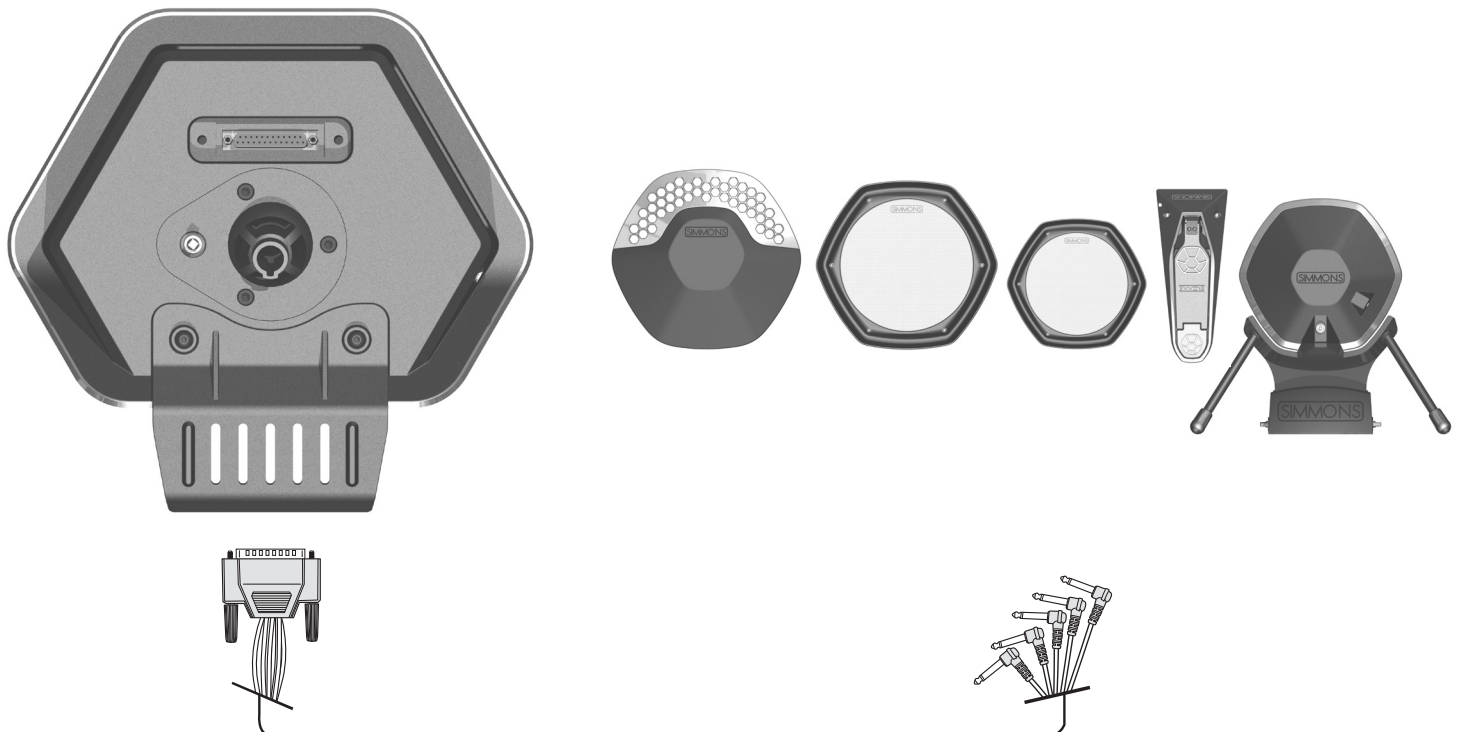
BASIC OPERATIONS AND NAVIGATION

The SD2000 works primarily in the Kit, Song and Utility modes. In Kit Mode, you select the drum kit you want to play, and edit the kits and sounds within it.

SELECTING MODES
To select a Mode press the Kit, Song or Utility buttons on the left side of the module.

SELECTING KITS
To select Kits make sure you are in the Kit mode by pressing the Kit button. The LCD screen should display a drum kit.

You can now select a kit by turning the large dial in the middle of the module, or you can step through the kits using the dial –/+buttons that flank that dial.

ADJUSTING KIT SETTINGS
To change the kit settings shown immediately below the kit name, press the Cursor → button and you'll select the Kit Volume, which you can now adjust via the large dial and flanking –/+ buttons Further presses of Cursor → or ← buttons will select the other settings, or again select the Kit Name for dial and –/+ control.

JUMPING BACK TO KIT SELECTION
You can quickly jump back to kit selection by pressing the Kit button anytime, then turn the dial or use the flanking –/+ buttons.

FUNCTION BUTTONS
The Function buttons below the screen allow you to go to other screens for further editing, or execute other functions related to the current screen and mode.
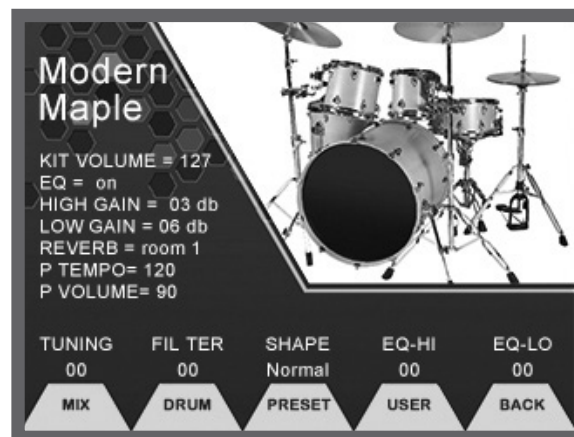
ADVANCED OPERATIONS

EDITING A DRUM KIT
Any changes you make to any kits are retained as you switch amongst kits, but they won't be saved if you turn off the module. To save an edited kit so it will be available after power up, you must store it to a User location. See the Saving a Kit section for instructions.

KIT REVERB AND EQ SETTINGS
Each kit has its own Reverb and EQ settings. The main settings for the EQ and Reverb are on the Main screen of Kit mode, shown when you press the Kit button.

To change the settings use the cursor buttons to move to the setting you want to change, then use the large dial or the - /+ buttons to make your adjustment.

P TEMPO AND LEVEL
This sets the tempo and level settings for any Pattern Play patterns assigned to the kit.

CHANGING KIT MIX SETTINGS
Each kit has its own Mix settings. On the main Kit screen (shown when you press the Kit button), the F1 function button is labeled MIX. Press F1 to see the current volume settings, and get access to pan, effects and pattern settings as well.

Please Note: When viewing and changing mix settings, the kit will be slow to trigger sounds as you hit drums and cymbals. You can quickly restore normal responsiveness by pressing F5, labeled BACK, to return to the main Kit screen.

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ADVANCED OPERATIONS

MIX SCREEN VOLUME GRAPHIC DRUM VOLUMES
The screen can be accessed by pressing Kit, then F1 (MIX).
It shows an overview of the SD2000 kit with the current volume
settings for each drum and cymbal. Hitting any drum or cymbal to
select it for volume adjustment,and use the large dial or flanking
-/+ buttons to adjust the volume. You can also use the Cursor ← →
buttons to select the on screen drum or cymbal you want to adjust the
volume for.
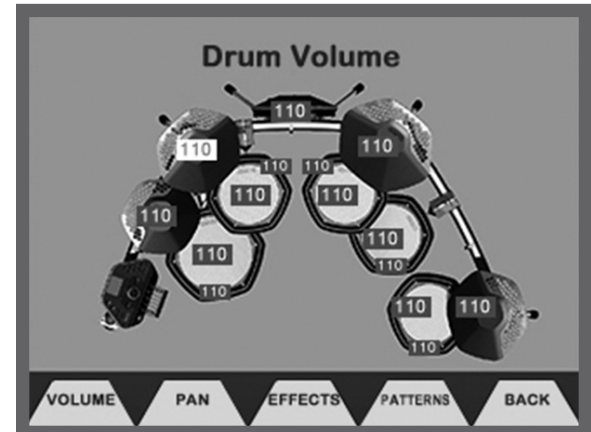
PAN SETTINGS
The screen can be accessed by pressing Kit, then F1 (MIX), then F2
(PAN). Just like volume editing above, hitting a drum or cymbal selects
it, or you can use Cursor ← → . Then the large dial and flanking -/+
buttons to adjust the left-to-right placement of the sound of that
drum or cymbal.
• "C" indicates the sound is centered
• "L" indicates the sound is left of center, with the range of L01
   (just left of center) to L64 (far left).
   "R" indicates the sound is right of center, with the range of R01
   (just right of center) to R63 (far right).
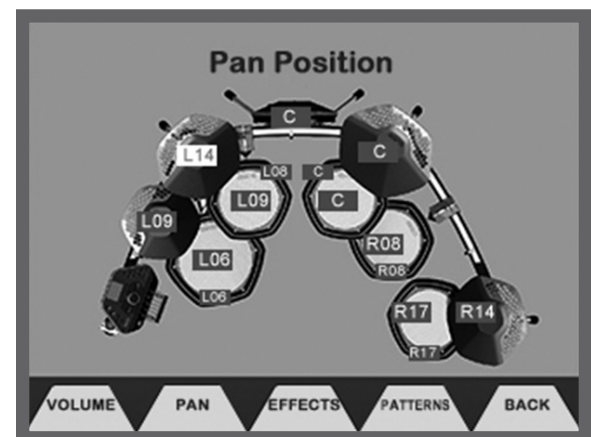
KIT INSTRUMENT EFFECTS SEND SETTINGS
The screen above can be accessed by pressing Kit, then F1 (MIX),
then F3 (EFFECTS). Just like volume and pan editing, hitting a drum or
cymbal selects it, or you can use Cursor ← →. Then the large dial and
flanking -/+ buttons to adjust the amount of effect to be applied to
that drum or cymbal.
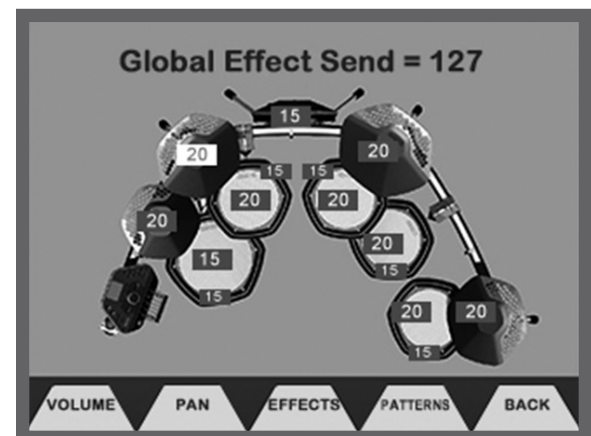
Please Note: All screens on the SD2000 depict
the standard set up for a 10 piece kit (snare, kick,
4 toms, hi-hat, ride cymbal, 2 crash cymbals). Your
configuration may vary from these images.

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ADVANCED OPERATIONS

PATTERN PLAY
The screen can be accessed by pressing Kit, then F1 (MIX), then F4 (PATTERNS). The Pattern play mode allows you to assign a MIDI percussion pattern to a drum or cymbal, so that each time you hit that drum or cymbal, the pattern will play. The Patterns will loop until you strike the drum or cymbal again.

There are several preset MIDI percussion patterns that you can select from at the top of the screen. If you record your own MIDI patterns these can be played as well.

The following settings are available:
• Pattern = Shown at the stop of the screen, this selects the pattern to be played
• Pad = You can select any pad to trigger the Pattern (Kick, Snare, etc)
• Pattern SW = Set this to on to enable pattern play for this pad, or off to disable pattern play for this pad.
• Retrigger= Set this to Retrigger to have the pattern start from the beginning and play a single time each time you hit the pad. Set it to Start/Stop to have subsequent pad hits start and stop the pattern, with the pattern playing in a continuous loop until stopped by a pad hit.
• Velocity= On or off. Determines if the pattern to be played back will respond to your striking velocity on the drum or cymbal (On), or play back at a fixed volume every time (Off).
• Drum Sound = Set this to Off if you only want to hear the pattern when you hit the pad, and don't want to hear the sound the pad would normally play. Set it to On to hear the pad each time it is hit, along with hearing the pattern.

CHANGING A DRUM SOUND IN A KIT
You can select the sound incrementally with the dial or the -/+ buttons. You will see the numbers indexed along with the names on the Preset List.

Move the cursor to the Category area to quickly view by Category such as "snares."

The Function button for User Wave is intended for assigning your own imported samples into Instrument programs that can be assigned in Kits. See the section for instructions on how to import your own samples and assign them in the SD2000.

There are also Function buttons that select between preset or user sounds in the SD2000 so you can locate the sounds quickly.

CHANGING DRUM PARAMETERS
On the Main Drum screen you adjust some basic settings that affect the sound such as Pitch, which affects the coarse pitch; Pitch Fine Tune, which changes pitch in smaller steps; Velocity To Pitch, which changes the pitch to either positive or negative depending on the value set. This will not be affected if the Pitch or Pitch Fine Tune is used. To edit more functions such as the Filter and Envelope (shape) of a sound press the Function button below the Filter/Env button.
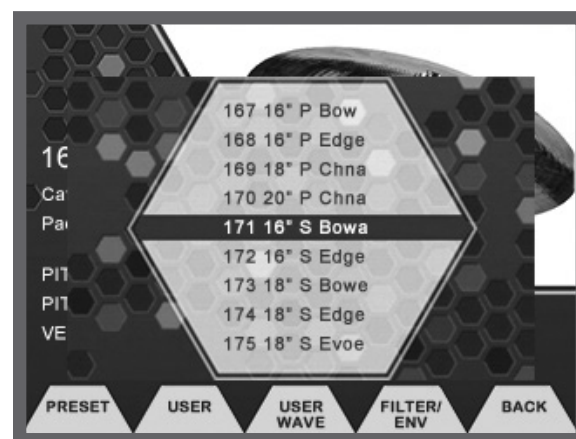
ADVANCED OPERATIONS

FILTER EDIT
The filter screen will show a graphic representation of the current Filter settings: Cutoff, Resonance, Velocity to Cutoff and Velocity to Resonance. You can see a real time graphic that indicates the filter for reference.
• Filter Cutoff: This adjusts a low pass filter's cutoff frequency.
• Filter Resonance: This adjusts the resonance of the filter.
• Velocity To Cutoff: Sets the filter cutoff to respond to the dynamic velocity of your playing
• Velocity to Resonance: Sets the filter resonance to respond to the dynamic velocity of your playing
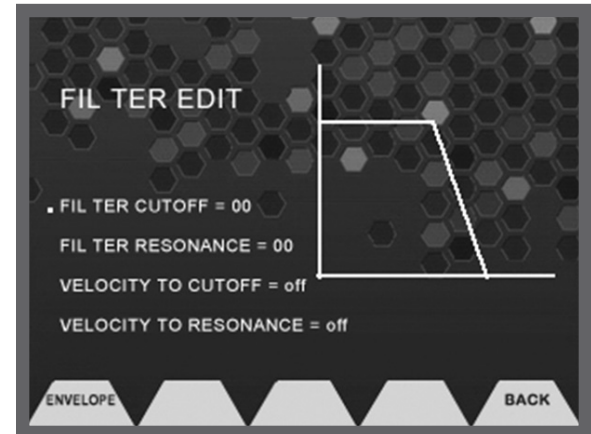
ENVELOPE EDIT
From the Filter Page you can enter the Envelope settings by pressing the Function button Env. The Envelope screen has a graphic representation of the current envelope of the sound. The Envelope settings are: Attack, Decay and Velocity to Decay. As you change the parameters you can see the graphic change indicate the change to the envelope.

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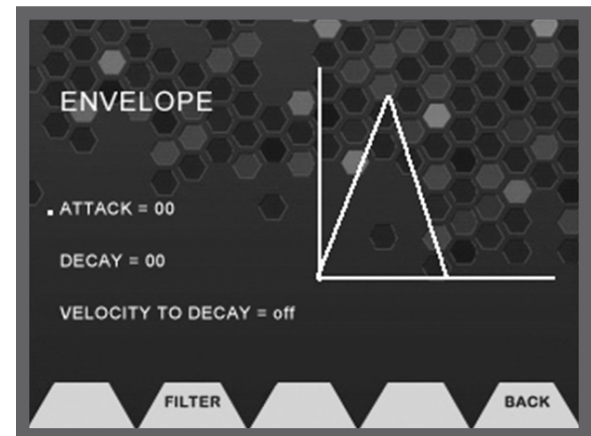
ADVANCED OPERATIONS

SAVING YOUR DRUM SETTINGS
After making your changes you can save them by pressing the Save/Enter button. The screen will show Available User locations.
1. Select the location with the cursor buttons and then press the Save/Enter button.
2. You come to a screen where you can name your sound.
3. Use the Value dial to change the character and move to the next character with the cursor buttons.
4. After you complete changing the characters you then should press the Save/Enter button. You will come back to the drum sound screen with the updated name.
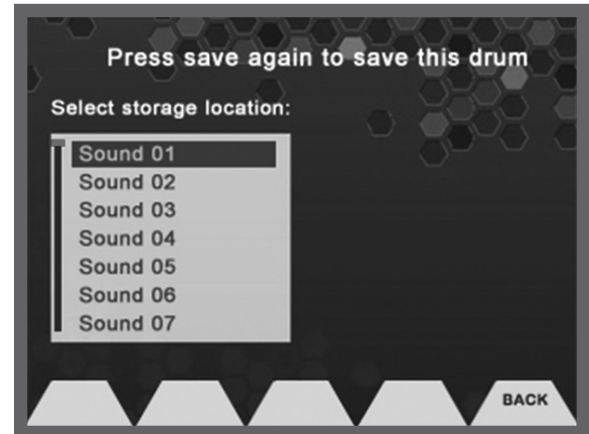
SAVING YOUR KIT
1. From the main Kit page press the Save/Enter button.
2. You come to a screen where you can name your sound.
3. Use the Value dial to change the character and move to the next character with the cursor buttons.
4. After you complete changing the characters you then should press the Save/Enter button.
5. You will come back to the Kit screen. It will be the original kit.
6. You can go to the User kit by pressing the Function button Preset and highlighting the kit you want to overwrite and then press the Save/Enter button to select it.

ADVANCED OPERATIONS

SD2000 FUNCTIONALITY - HOW TO PLAY THE KIT
The SD2000 can be played immediately after you start it up, however there are some functions to be aware of when you want to take full advantage of it's functions

SNARE TRIPLE ZONES
The Snare drum has several playable zones or sections where you can strike it to get multiple sounds like a real drum*. The center of the drum is set up with sounds that were created when striking a real snare drum. The rim section to the left is designated to have the rim shot sound. Similar to when you strike a real snare drum with your stick on the rim and center of the drum. The rim section on the right is setup to be cross stick sound. Similar to when a drummer holds down the stick on the drum head and strikes the rim.

* Please Note: Not all preset Kits have the snare cross stick or tom rims assigned.

TOM DUAL ZONES
The tom drums all have dual zones. Meaning you can get a different sound when you strike the center or the rubber rim section. This can useful for when you want a cowbell sound readily available to play on the kit.

CRASH DUAL ZONES WITH CHOKE
The crash cymbal inputs are dual zone as well. This means you can strike the bow of the cymbal pad for one sound and the hit the rim of the cymbal for another sound. You can stop the sounds from playing back when you grab the edge of the cymbals to replicate the effect of choking a cymbal.

RIDE TRIPLE ZONES
The ride cymbal has three separate zones, bow (middle of the cymbal) bell (center) and edge.

KICK DRUM
The kick drum has only one zone.

HI HAT PEDAL
The SD2000's hi hat pedal is multi-positional. Meaning that as you move your pedal with your foot you can change the hi hat cymbal sound to be open, semi-open and closed. You can also strike the heel of the hi hat pedal hard with your foot to emulate the splash sound you get with an acoustic hi hat pedal.

Left   Center   Right

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ADVANCED OPERATIONS

SONG MODE
The song functionality in the SD2000 is designed as an interactive mode to allow you to play along with audio files for practice or live use accompaniment. You can also record your playing for playback either by MIDI or audio (when recording to a USB device). MIDI recordings can be used in the Pattern play mode for triggering from a strike to a drum or cymbal.

DEMO SONGS
There are 4 demo songs in the SD2000 to get you started with using the sequencer. These are preset as the first 4 songs in the Song mode. When playing the demo song you can press the Part Mute button on the front panel next to the transport controls to mute the preset drum part and play your own part.

The tempo adjustment will not work on the demo songs.

SONG MODE FUNCTIONS
To enter Song Mode press the Song button on the front panel.
You will see the current song information: Length, Tempo, BPM and Time Signature. You can adjust the following settings; Level, Loop (on/off), Pre-count. The Edit button at the bottom of the screen will take you to the Song Edit settings:
• Accompaniment Volume
• Drum Track Volume
• Kit Link- Link keeps the preset Drum sound that is assigned linked to the demo song
• Click Volume
• Track Mute – Selects which track will be affected by the PART MUTE BUTTON

Rock

LENGTH = 29 Bars
Tempo = 150 BPM
TIME SIG = 4/4

SONG LEVEL = 127
LOOP = off
PRE COUNT = 00 Bars

EDIT   AUDIO PLAY/REC   MIDI PALY/REC
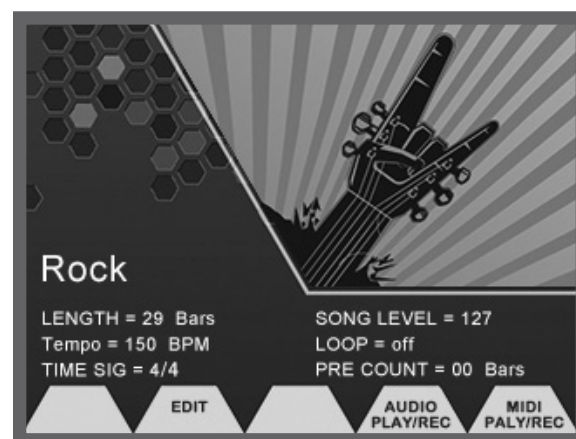
ADVANCED OPERATIONS

PLAYING AND RECORDING YOUR OWN DRUM SONGS
There are two ways you can record and playback your playing on the SD2000 these are MIDI and Audio. The audio mode requires a USB device to record to. The MIDI recorder will record to the internal memory of the SD2000.

MIDI PLAYBACK AND RECORDING
To enter the MIDI recorder function press the Function button for MIDI Play/Rec.This will take you to the MIDI Player screen. The display will show the current MIDI files on the screen list.

If none are recorded you will start at the top with first position to record "Record 01". Press the Record button. This will take you to the record setup screen.
• Pattern: This selects the pattern position to record to.
• Drum Track Volume: Sets the volume of the track
• Synchronized Start: Starts recording when you start to play.
• Count In: Sets up the count-in bars (0-4 bars)
• Click Volume: Volume setting for the Click track
• Time Signature: Determines the time signature of the Click track

After you make your settings you are ready to record. Press the Rec button on the front panel to start recording

TO PLAY A MIDI FILE
On the Song Main screen select the Function button for MIDI Play/Rec Move the cursor to the file you want to play and press the Play Function button. A pop up window will appear and show the name and a counter indicating the play time. To play the file Press the front panel Play/Stop button. Press it again to stop playing the file.

EXPORT
This allows you to export the MIDI file from the internal memory of the module to a USB Device. If you don't have a USB device plugged in you will get an error when you press the button.

AUDIO PLAYBACK AND RECORDING
To play back audio and record you will need to place a USB device into the USB host slot on the back panel of the SD2000.

PLAYING BACK AUDIO FROM A USB DEVICE
From the Main Song Mode display press the Function button for Audio Play and Rec.* You will come to the Audio Player Window. You can select the audio file from the list displayed with the -/+ buttons. Then press the Play Function button. A pop up window will be displayed to indicate that the file is active. Press the front panel Play button to start and stop the audio file.

*You can press the front panel USB button as a short cut to get to the audio playback and record mode.

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ADVANCED OPERATIONS

RECORDING TO A USB DEVICE
1. Press the Record Function Button. A pop up window will appear.
2. Press the front panel Record button to being recording.
3. Press the Play/Stop button to stop recording.
4. Use the previous steps on how to play audio files to play back your recorded song.

Please Note: Recordings will be mono 32Bit .wav files

Please Note: Recording will begin after 5 sec. You will see the REC button LED light turn red and then will start blinking to indicate recording has started

USB TO COMPUTER CONNECTION
The SD2000's USB to computer connection is used for two different operations. MIDI communications and Sample transfers..

MIDI
The SD2000 is a USB MIDI class compliant device meaning that you can plug it into your Windows or Apple computer and it will be recognized as a MIDI device. This makes it possible to use the SD2000 as a trigger to MIDI device to play sounds on your computer or you can use the SD2000 module as a drum module from your computer MIDI software.

ADVANCED OPERATIONS

SAMPLE TRANSFERS
The SD2000 can import up to 28Mb of 16Bit .wav files. To move .wavs into the SD2000 you will need to use the Simmons software program (available on Simmonsdrums.net) that will enable you to select the sample and send it to the internal memory of the SD2000. After transferring the sample you can assign the sample your own custom programs that can be played on the drums or cymbals.

You will need the SD2000 Sample Transfer program to move the files from your computer to the SD2000. You can download this from Simmonsdrums.net
1. Plug in the SD2000 to your computer via USB.
2. Launch the SD2000 File transfer program. You should see the program indicate that you are connected to the SD2000's flash memory.
3. On the screen of the program Select the .wav files you want to transfer to the module. You can transfer up to 28Mb of 16Bit .wav samples to the memory of the module in total.
4. After selecting the files you will see them listed on the transfer screen.
5. Click on the Transfer button to send the files to the module.
6. After the program completes the transfer you will need to disconnect the power on the back of the module and restart it.

Once the files are inside the module you can now assign them to User Wave programs.

SAMPLE ASSIGNMENT.
1. Select the Drum Function button
2. Press the User Wave Function button.
3. Press the Edit Function button. This will take you to the Sample Assignment screen. Press <- and -> to move the cursor left and right to the sample parameter, press button UP/DOWN to move the cursor up and down to the Sample position (1-4).
4. Press the Load Wave Function button and select the sample that you want to assign with the value dial and press the Load Function button. You will come back to the Sample assignment screen with the sample assigned to the sample position that you selected.
5. You can modify the settings for Volume, Pan, Velocity cross switching and Pitch for up to 4 samples per Instrument.
6. After setting these up Press the Save/Enter button to save your User program. It will now be a User Drum sound.

Playback Mode = Allows you select between Velocity switching, Sequence and Random between the samples that are assigned in the User Wave Instrument.

Please Note: If you delete your samples from the Utility Restore mode or Transfer more samples the samples in the SD2000's memory will be overwritten

SAVING YOUR WAVE PROGRAM
1. From the main Kit page press the Save/Enter button.
2. You come to a screen where you can name your sound.
3. Use the Value dial to change the character and move to the next character with the cursor buttons.
4. After you complete changing the characters you then should press the Save/Enter button.
5. You will come back to the Kit screen. It will be the original kit.
6. You can go to the User kit by pressing the Function button Preset and highlighting the kit you want to overwrite and then press the Save/Enter button to select it.

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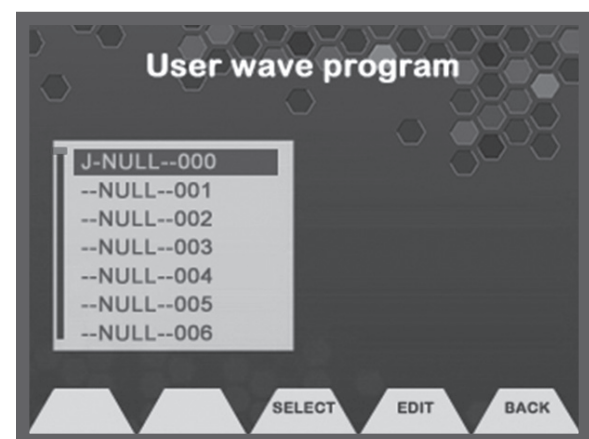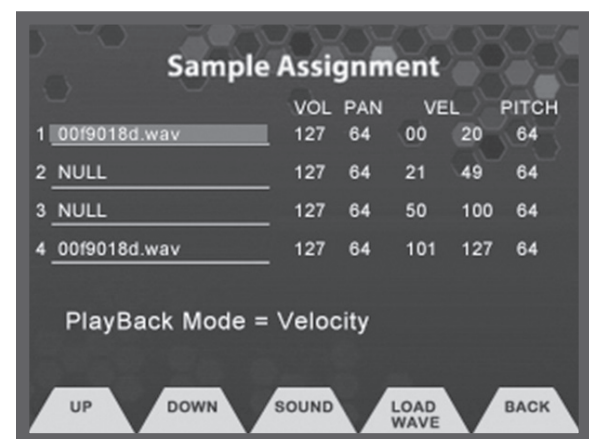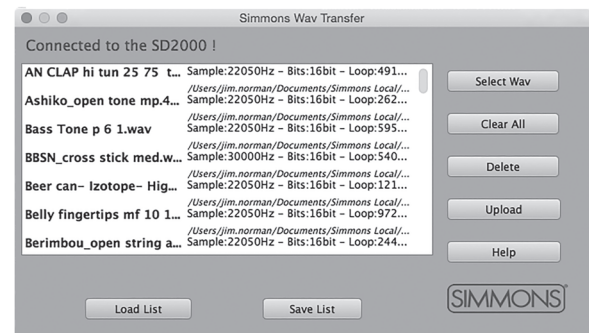
UTILITY MODE

The Utility mode contains the settings for the module operations that aren't in the Kit or Song modes.
The main screen settings are:
• Auto Power- on/off: Turns off module after 4 hours of no use.
• MIDI Local- on/off: Local on/off helps to fix MIDI loop issues. Set to off if you are using an external MIDI sequencer.
• MIDI Soft Thru- on/off: Turns MIDI out to thru to link several MIDI products.

TRIGGER
Normally the Trigger settings are optimized for the best playability for the SD2000. However since some players will want different sensitivities or may place the drums on the rack in a different manner than the factory setup you may find it helpful modify the settings for your own playability. To Enter the Trigger settings menu press the Function button under Trigger on the Main Utility screen.

Note: When changing the triggers parameters on the various parts of the kit the trigger responses with the kit will be slow. This is due to the module refreshing the information on the screen. We recommend setting the triggers parameters one drum or cymbal at a time and then verifying your settings by pressing the Function Back button to return to the main Utility screen.

TRIGGER SETTINGS:
• Follow Trigger - On/Off: This allows you to select the drum or cymbal settings by striking it.
• Current Trigger - all inputs: This allows you to manually select the trigger input for editing
• Sensitivity -1-32: 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.
• Threshold - 0-50: 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: Easy, Fixed, Normal, Dynamic: These curves can be set per pad. Depending on your playing style you may want to use different curves for different drums and cymbals.
    Easy: Good for players that want to reach high dynamic response without hitting too hard.
    Fixed: The sound will be at a fixed volume each time, regardless of how hard a pad is hit.
    Normal: The most linear playing curve.
    Dynamic: Offers the highest dynamic range.
• Retrigger -1-8: The trigger response of the SD2000 has been designed to exactly match the signals produced by the SD2000 drum and cymbal pads. Triggering the SD2000 from other commercially available pads or triggers may result in 'double triggering' due to the long decay characteristics of some types of pickups. Setting the retrigger value to a higher number can in most cases eliminate unwanted double triggering, although this may prevent intentional rapid playing, such as during a drum roll. Set the 'retrigger' to the highest possible value while still ensuring that double triggering is eliminated.
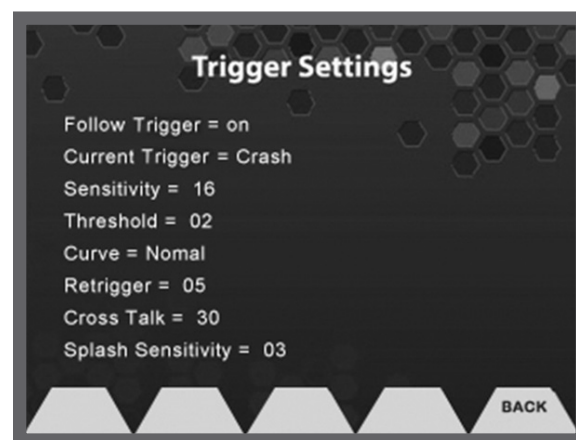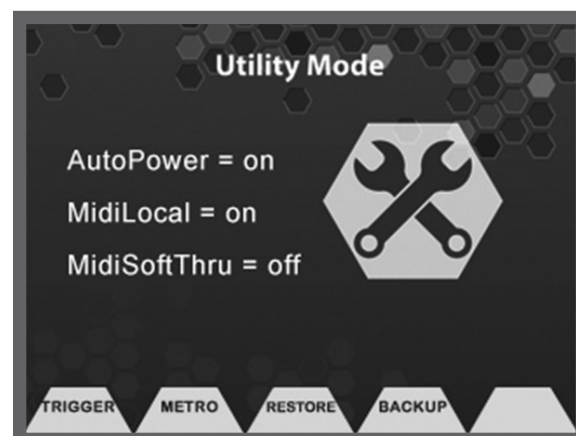
• Crosstalk - 0-75: When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk.) You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value 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 Sensitivity - 1-8: This adjusts the hi hat pedal splash sensitivity.

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UTILITY MODE

METRONOME SETTINGS
• Measure Sound: This determines the sound used for the Measure
• Measure Sound Volume: This determines the volume for the measure sound
• Beat Sound: This determines the sound for the beat sound
• Beat sound volume: This determines the volume for the beat sound
• Tempo:Setting the BPM for the Metronome - 20-240
• Time Signature: Determines the Time signature- 1/4,2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8,6/8,9/8, 12/8
• Interval: Determines the metronome interval- 1/4,1/8,1/12,1/16,1/2,3/8
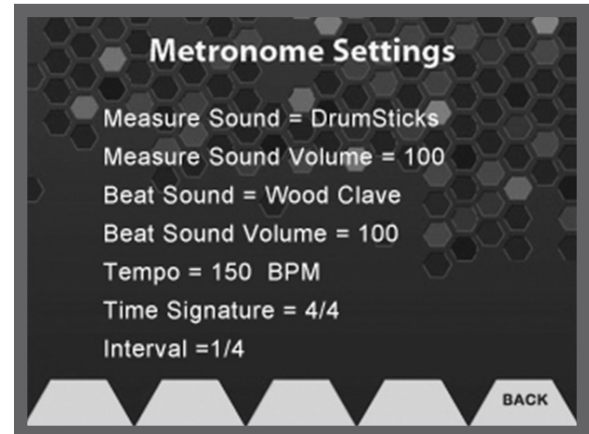
BACKUP AND RESTORE
• Restore to Factory: This will reset the module back to factory setup
• Clear User programs: Clears any User Instruments that have been created
• Clear User Samples: This will delete any user samples that have been imported into the flash memory

BACKUP
• Backup of all the Internal User programs and Samples to USB device.
• Save Settings: Save factory setup.
• Load settings: Load factory setup.

TO SAVE ALL USER KITS AND VOICES
• Press [User Kit & Voice] button
• SAVE: Save all kit and voice.
• LOAD: Load all kit and voice.

TO SAVE EVERYTHING IN MEMORY OF THE SD2000 INCLUDING SAMPLES
• Press [ALL] button
• SAVE ALL: Save all factory setup and all kit and voice and wave sample.
• LOAD ALL: Load all factory setup and all kit and voice and wave sample.

It will take 1.8 hours to save and more time to load!

APPENDIX

KIT LIST

Kit Order	New Name	Description	Midi Program Change Number
1	Modern Maple	Maple Kit with no mutes with P Cymbals	0
2	Grunge Rock	Birch toms with African Mahogany snare and P cymbals	1
3	Studio Funk	Bubinga toms with Metal 14x6.5 snare and P cymbals	2
4	Birch Studio	Birch toms with 13x7" snare and Z cymbals	3
5	Jazz	Vintage Maple toms and 14x5" Maple snare. Z Cymbals	4
6	Acrylic	70's Rock Acrylic Kit	5
7	Fusion	Maple Fusion Kit	6
8	60's Classic	60's Classic Maple kit with TeaTowels for Snare and Toms	7
9	SDS9	Simmons SDS9 Electronic Kit	8
10	Bubinga	Bubinga Wood shells and M Cymbals	9
11	Classic Rock	Vintage maple rock kit with metal 14x5.5: snare. Z cymbals	10
12	Far East	Collection of Asian instruments. Gamelon, Gongs, vocals, etc	11
13	Modern Metal	Oak toms with mutes, 14x6 Maple snare muted with M cymbals	12
14	Native American	Collection of Native American instruments- Drums, shakers, vocals	13
15	Nails	Eclectic collection of heavily processed acoustic drums	14
16	Jazz Brush	Vintage Maple toms and 14x5" Maple snare played with brushes. Z and rivet brush Cymbals	15
17	Classic Funk	Muted Bubinga toms and Piccolo snare with Z cymbals	16
18	Hip Hop	Collection of Hip Hop drums, vocals, effects and scratches	17
19	Drumline	Collection of Drumline instruments Concert bass drum, marching snare and glockenspiel	18

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APPENDIX

KIT LIST

Kit Order	New Name	Description	Midi Program Change Number
20	West Africa	Collection of African Instruments- Udu, Djembe, Cowbell, Talking Drum, etc	19
21	80's Metal	Big processed drums with layered Simmons drums on toms	20
22	India	Collection of Indian instruments- Tablas, Apa Kalai, Vocals, etc	21
23	BeatBox	Drum kit made up entirely of vocals	22
24	Brazil	Collection of Brazilian instruments	23
25	Tekno	Collection of Classic Techno electronic drums combined with Synth sounds	24
26	Funk Rock	Maple Toms with African Mahogany snare and S Cymbals	25
27	Power Chords	Rock kit with Guitar hit effects	26
28	Junkyard	Collection of found percussion such as Dumpsters, Trash cans, chain link fence and shopping cart	27
29	SDS7 Analog	Simmons SDS7 Kit with a focus on analog sounds	28
30	Modern Pop	Maple Toms with classic metal snare. S Cymbals	29
31	WaterDrums	Exotic combination of Water drums and waterphone effects	30
32	Reggae	Reggae style kit with muted toms and raspy metal snare. M cymbals	31
33	Stadium Rock	Steel toms with Metal snare and S cymbals. Lots of reverb	32
34	Middle East	Collection of MidEastern instruments- Bendir, Darbuka, Mashar, Riq and vocal.	33
35	Orchestral	Collection of Orchestral percussion instruments. Timpani, Glockenspiel, Gong, Triangle, Vibraslap, Windchimes	34
36	SDSV	Simmons SDSV. The most classic vintage Simmons Kit	35
37	Blues	Maple toms with wood snare and Z cymbals	36
38	East Africa	Collection of African instruments- Bata's, Aksiko, Vocals, etc	37

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APPENDIX

KIT LIST

Kit Order	New Name	Description	Midi Program Change Number
39	Nashville	Maple toms and wood snare with Z Cymbals for Country Music style	38
40	StreetBeat	Collection of found percussion instruments- Plastic Bucket, bottles, pipes, cans, etc	39
41	Gated Drums	Drums with gated reverb effect with P cymbals	40
42	Salsa	Latin inspired kit with collection of standard latin instruments- Conga, Tumba, bongos, timbales, etc	41
43	R'nB	Combination kit with electronic and acoustic drums along with phrases	42
44	Snares	Oak kick with combination of snares and other instruments on toms. Maple rutes snare	43
45	80's Pop	Birch toms with thick metal snare. Simmons SDSV toms on rims. P cymbals	44
46	Birch Latin	Birch toms with maple snare with Z cymbals. Latin instruments on tom rims	45
47	SDS7 Digital	Simmons SDS7 Kit with a focus on digital sounds	46
48	Maple Rutes	Maple kit with snare with snares off. Z cymbals	47
49	70's Rock	Maple toms with no bottom heads. Large metal snare. S cymbals	48
50	Bubinga Africa	Bubinga toms with African Mahogany snare with African percussion on tom rims. M Cymbals	49

Note: Some kits will have sounds programmed on the rims of the drums.

APPENDIX

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC BASS DRUMS			
1	22x18 Map	Maple	1
2	22x18 Oak	Oak 22x18in	2
3	20x14 Vntg	Vintage 20x14	3
4	24x16 60's	60's Classic 24x16	4
5	24x14Steel	Stainless Steel 24x14	5
6	26x14Acylc	Acrylic 26x14	6
7	20x20Bubga	Bubinga 20x20	7
8	22x18 TM	Vintage Funk	8
9	24x16 KT	Kick Tunnel 24x16	9
10	22x18 Brch	Custom 70's 22	10
11	18x16 Jazz	Jazz	11
12	24x16 Nash	Nashville	12
13	26x14 Mtl	26x14 Metal	13
14	22x18LAFnk	22x18 Maple	14
15	24x16 Mtd	60's Classic muted	15
16	24x14 HMtl	24x14 w/SDSV	16
17	Hip Hop	Hip Hop	17
18	22x16Metal	16"x22" bass with padding	18
19	22x14Gated	22x14 Gated	19
20	Metal/GTR	Metal/PowerChord	20
21	22x18 MM	Maple Muted	21
22	R'nB	R'NB	22
23	Concert	Concert	23
ACOUSTIC SNARE DRUMS			
1	14x5 Mple	Maple 14x 5.5	24
2	14x5 SSM	Solid Maple 14x5.5	25
3	13x7 Maple	Maple 7x13	26
4	13x5 Mple	Maple 13x5.5	27
5	14x5 VntMp	Vintage Maple 14x5	28
6	14x5 Brush	Vintage Maple Brush 14x5	29
7	14x5 YM	Maple 14x5	30
8	14x5 LAL	Aluminum 14x5	31
9	14x5 AIM	Aluminum Muted 14x5	32

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC SNARE DRUMS			
10	14x5 Bnga	Bubinga 14x5	33
11	14x6 Maple	Maple 14x6	34
12	14x6 MRute	Maple Rutes 14x6	35
13	14x6MRoff	Maple Rutes snares off	36
14	Bell Brass	Bell Brass	37
15	14x6.5 Rock	Classic 70's snare	38
16	14x6 Bubinga	Bubinga	39
17	14x8 Brass	Deep Brass	40
18	14x6 Metal	Heavy Metal	41
19	14x5 Brass	Shallow Brass	42
20	14x6.5 Vnt	Vintage	43
21	14.6.5 BB	Brass BB 14x6.5	44
22	14x8 Mahg	African Mahogany 14x8	45
23	14x6.5 BM	Brass BM 14x6.5	46
24	14x12 Mrch	March 14x12	47
25	Picc Urb	Piccolo Urban	48
26	14x5.5 Bch	Birch 14x5.5	49
27	14x5 Gtd	14x5 Maple Gated	50
28	Bell Brass RS	Bell Brass Rim Shot	51
29	14x6 Bbnga RS	Bubinga RS	52
30	14x6.5 Rock RS	Classic Rock RS	53
31	14x8 Brass RS	Deep Brass RS	54
32	14x6MltRS	Heavy Metal RS	55
33	14x5BrssRS	Shallow Brass RS	56
34	Birch RS	Birch 14x5.5 RS	57
35	March RS	March RS	58
36	14x5 Mp RS	Maple 14x 5.5in RS	59
37	14x5 SM RS	Solid Maple 14x5.5 RS	60
38	13x7 Mp RS	Maple 7x13 RS	61
39	13x5 Mp RS	Maple 13x5.6 RS	62
40	14x5 VM RS	Vintage Maple 14x5 RS	63
41	14x5 Mp RS	Maple 14x5 RS	64
42	14.6 BB RS	Brass BB 14x6.5 RS	65
43	14x5 AM RS	Aluminum 14x5 Muted RS	66

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APPENDIX

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC SNARE DRUMS			
44	14x5 AL RS	Aluminum 14x5 RS	67
45	14x5 Bb RS	Bubinga 14x5 RS	68
46	14x6 Mp RS	Maple 14x6 RS	69
47	14x6 Rt RS	Maple 14x6Rute RS	70
48	14x8 AM RS	African Mahogany 14x8 RS	71
49	14x6 BM RS	Brass BM 14x6.5 RS	72
50	March RS	March RS	73
51	PiccUrb RS	Piccolo Urban RS	74
52	14x5 Gtd RS	14x5 Maple Gated RS	75
53	14x8 DB RS	Deep Brass Rimshot	76
54	Bell Brass CS	Bell Brass Cross Stick	77
55	14x6 Bbnga CS	Bubinga CS	78
56	14x6.5 Rock CS	Classic Rock CS	79
57	14x8 Brass CS	Deep Brass CS	80
58	14x6MltCS	14x6 Maple HM	81
59	14x5BrssCS	Shallow Brass CS	82
60	14x6.5VtCS	Vintage CS	83
61	14x5 Mp CS	Maple 14x 5.5in CS	84
62	13x5 MP CS	Maple 13x5.6 CS	85
63	14x6 MP CS	Maple 14x6 CS	86
64	14x5 AL CS	Aluminum 14x5 CS	87
65	PiccUrb CS	Piccolo Urban CS	88
66	14x5 Gtd CS	14x5 Maple Gated CS	89
ACOUSTIC TOMS			
1	10" Oak	10" Oak	90
2	10" Maple	10" Maple	91
3	10" Bubnga	10" Bubinga	92
4	10" Bir PS	10" Birch Pinstripe	93
5	10" MpUrbn	10" Maple Urban	94
6	10" Gated	10x8 Gated	95
7	10" SnglHd	10" Single Head	96
8	12" Steel	12" Steel	97

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC TOMS			
9	12" Acrylc	12" Acrylic	98
10	12" Brush	13" Vintage Maple Brush Hi	99
11	12" Oak	12" Oak	100
12	12" Maple	12" Maple	101
13	12" Steel	12" Steel	102
14	12" Bubnga	12" Bubinga	103
15	12" Bir PS	12 Birch Pinstripe	104
16	12" HvyMtl	12x10 Maple w/SDSV	105
17	12" MpUrbn	12" Maple Urban	106
18	12" Metal	12x8 Metal Shell	107
19	12" SnglHd	12" Single Head	108
20	12" Gated	12x8 Gated	109
21	13" L Mapl	13" Classic Maple Hi	110
22	13" Nash	13" Nashville Hi	111
23	13" Fnk MT	13" Bubinga Funk Muted	112
24	13" Vnt Mp	13" Vintage Maple Hi	113
25	13" Nash	13" Nashville Lo	114
26	13" VntMPL	13" Vintage Maple Lo	115
27	13" Brush	13" Vintage Maple Brush Lo	116
28	13" TeaTwl	13" Classic Maple Muted w Tea Towel	117
29	13" L Mapl	13" Classic Maple Lo	118
30	13" Fnk MT	13" Bubinga Funk Muted	119
31	13" Metal	13x9 Metal Shell	120
32	13" HvyMtl	13x11 Maple w/SDSV	121
33	13" Funk	13x11 Maple	122
34	14" 90sRKH	14" 90's Rock	123
35	14" Acrylc	14" Acrylic	124
36	14" 90sRKL	14" 90's Rock Lo	125
37	14" Oak	14" Oak	126
38	14" D Mapl	14" Maple	127
39	14" MpUrbn	14" Maple Urban	128
40	14" Bubnga	14" Bubinga	129
41	14" Bir Ps	14" Birch Pinstripe	130
42	14" Maple Lo	14" Maple Lo	131

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC TOMS			
43	14" TeaTwl	14" Classic Maple Muted w Tea Towel	132
44	16" VntMpl	16" Vintage Maple High	133
45	16" Brush	16" Vintage Maple Brush Hi	134
46	16" TeaTwl	16" Classic Maple Mutedw Tea Towel	135
47	16" L Mpl	16" Classic Maple Hi	136
48	16" Steel	16" Steel	137
49	16" Acrylic	16" Acrylic	138
50	16" MpUrbn	16" Maple Urban Lo	139
51	16" HvyMtl	16x16 Maple w/SDSV	140
52	16" Gated	16x16 Gated	141
53	16" Steel	16" Steel	142
54	16" Oak	16" Oak	143
55	16" VntMpl	16" Vintage Maple Lo	144
56	16" Brush	16" Vintage Maple Lo Brush	145
57	16" TeaTwl	16" Classic Maple Mutedw Tea Towel	146
58	16" Bubnga	16" Bubinga	147
59	16" BirPsL	16" Birch Pinstripe	148
60	16" SngH H	16" Single Head	149
61	16" Fnk MT	18" Bubinga Funk Muted	150
62	16" Metal	16x16 Metal Shell	151
63	16" Funk	16x16 Maple	152
64	16" Nash	16" Nashville	153
65	18" 90sRk H	18" 90's Rock	154
66	18" Acrylic	18" Acrylic	155
67	18" Fnk MT	18" Bubinga Funk Muted	156
68	18" 90sRk L	18" 90's Rock	157
69	18" L Mpl	16" Classic Maple Lo	158
70	18" HvyMtl	18x18 Maple w/SDSV	159
71	18" Funk	18x18 Maple	160
72	18" Gated	18in Gated	161
73	18" Nash	18" Nashville	162
74	18" SngH L	18" Single Head	163
75	Tom Rim	Tom Rim	164

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC CRASH CYMBALS			
1	18"M Bow	18" M Dark Bow	165
2	18"M Edge	18" M Dark Edge	166
3	16" P Bow	16" P Bow	167
4	16" P Edge	16" P edge	168
5	18" P Chna	18" P China	169
6	20" P Chna	20" P China	170
7	16" S Bow	16" S Bow	171
8	16" S Edge	16" S Edge	172
9	18" S Bow	18" S Bow	173
10	18" S Edge	18" S Edge	174
11	18" S Evo	18″ S Evol	175
12	18" Z Chna	18" Z China	176
13	18" ZD Bow	18" Z Dark Bow	177
14	18"ZD Edge	18" Z Dark Edge	178
15	10" Z Splh	10" Z Splash	179
16	8" S SplhB	8" S Splash	180
17	8" S SplhE	8" S Splash Edge	181
18	16" P MltB	16" P Mallet Bow	182
19	16" P MltE	16" P Mallet Edge	183
20	16" PDk B	18" P Dark Bow	184
21	16" PDk E	18" P Dark Edge	185
22	16" ZDK B	16" Z Dark Bow	186
23	16" ZDkE	16" Z Dark Edge	187
24	18" ZBrsh	18" Z Dark Brush Bow	188
25	10" Z Sp H	8" Z Splash	189
26	Piatti	Piatti	190

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC HI HATS			
1	14" M Clsd	14" M Clsd	191
2	14" M Ped	14" M Ped	192
3	14" M Opn	14" M Opn	193
4	14" M sOpn	14" M Slightly Open	194
5	14" S Spls	14" S Spls	195
6	14" M Ped+	14" M Ped+	196
7	14" P Clsd	14" P Clsd	197
8	14" P Ped	14" P Ped	198
9	14" P Opn	14" P Opn	199
10	14" P sOpn	14" P Slightly Open	200
11	14" S Clsd	14" S Clsd	201
12	14" S Ped	14" S Ped	202
13	14" S Ped	14" S Ped	203
14	14" S Opn	14" S Opn	204
15	14" S sOpn	14" S Slightly Open	205
16	14" Z Clsd	14" Z Dark Closed	206
17	14" Z Ped	14" Z Dark Foot	207
18	14" Z sOpn	14″ 2 Slightly Open	208
19	14" Z Opn	14″ 2 Open	209
20	14" Z spls	14" Z Splash	210
21	14" BrOpn	14" Z Dark Brush Open	211
22	14" BrClsd	14" Z Dark Brush Closed	212
23	14"BrshOpn	14" Z Dark Brush 1/2 Open	213
ACOUSTIC RIDE CYMBALS			
1	20" M Bell	20" M Bell	214
2	20" M Bow	20" M Bow	215
3	20" M Edge	20" M Edge	216
4	20" SzBrBell	20" Sizzle Ride Bell	217
5	20" SzBrBow	20" Sizzle Ride Bow	218
6	20" SzBrEdg	20" Sizzle Brushes Edge	219
7	24" P Bell	24" P Bell Shank	220
8	24" P Edge	24" P Edge	221

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ACOUSTIC RIDE CYMBALS			
9	24" P Bow	24" P Bow	222
10	20" S Bell	20" S Bell Shank	223
11	20" S Edg	20" S Edge	224
12	20" S Bell	20" S Bell	225
13	20" Z Bell	20" Z Bell Shank	226
14	20" Z Bow	20" Z Bow	227
15	20" Z Edg	20" Z Edge	228
16	20" Z Back	20" Z	229
17	20" Z Mal	20" Z Mallet Edge	230
18	20" Z Mbel	20" Z Mallet Bell	231
19	20" Z MBw	20" Z Mallet Bow	232
20	MlltScrape	20" Z Mallet Scrape	233
PERCUSSION LATIN			
1	Agogo Hi	Agogo_Hi	234
2	Agogo Lo	Agogo_Lo	235
3	Bongo 7	Bongo Large layered with 7	236
4	Bongo Lg	Bongo Large	237
5	Bongo 5	Bongo Small 5	238
6	Bongo Sm	Bongo Small	239
7	Cabasa	Cabasa Short	240
8	Cabasa med	Cabasa Med	241
9	Cajon 1	Cajon BD 1	242
10	Cajon BD	Cajon BD	243
11	Cajon 3	Cajon Drag Slap 3	244
12	Cajon DgSl	Cajon Drag Slap	245
13	Cajon 2	Cajon Muted Open Tone 2	246
14	Cajon OT	Cajon Muted Open Tone	247
15	Cajon Sp 4	Cajon Slap Dynamic-Quatro	248
16	Cajon SpD	Cajon Slap Dynamic	249
17	Cajon FT	Cajon Finger Tip	250
18	Cajon Bass	Cajon Finger Tip Bass	251
19	Cajon KB	Cajon Knuckle Bass	252

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION LATIN			
20	Cajon Knkl	Cajon Knuckle	253
21	Cajon Dyn	Cajon Muted Open Tone	254
22	Campana Bt	Campana Butt	255
23	Campana Op	Campana Mouth	256
24	Campana	Campana	257
25	Conga OpnD	Conga_Open	258
26	Conga Slp	Conga_Slap	259
27	MaracaShk	Maracas_Shake	260
28	MetalShkr	Metal_Shaker	261
29	MetalShkr2	Metal_Shaker_2	262
30	MtlShker	Metal_Shaker_Long_4	263
31	MtlShker2	Metal_Shaker_Long	264
32	MtlShkrLay	Metal_Shaker/Bottle	265
33	Conga Opn	Cowbell_Open	266
34	CowbelMute	Cowbell-Mute	267
35	CB Mt2Opn	Cowbell-Mute to Open	268
36	Shaker	Shaker	269
37	Tmbl Hi RS	Timbale_Hi_RS	270
38	Timbale hi	Timbale_Hi	271
39	Tmbl Lo Sd	Timbale_Lo_side	272
40	Timbale Lo	Timbale_Lo	273
41	Tumba DT	Tumba_Dead_Tone	274
42	Tumba 8	Tumba_Ocho	275
43	TmbLo Dyn	Tumba_Dynamic-2	276
44	Tumba 7	Tumba_Dynamic-siete	277
45	Tumba Dyn	Tumba_Dynamic	278
46	Clave	Wood_Clave	279
PERCUSSION AFRICAN			
1	Afr Shkr 1	Africa Shaker 1	280
2	Afr Shkr 2	Africa Shaker 2	281
3	Afr Shkr 3	Africa Shaker 3	282
4	Askiko DT	Askiko Deadtone	283

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION AFRICAN			
5	Askiko OS	Ashiko OpenSlap	284
6	Askiko OT	Ashiko Open Tone	285
7	Bata It Lo	Bata Itotele Dum Lo	286
8	Bata ItDum	Bata Itotele Dum	287
9	Bata ItSlp	Bata Itotele Slap	288
10	Bata Ly Lo	Bata Lya Dum Lo	289
11	Bata LyDum	Bata Lya Dum	290
12	Bata LySlp	Bata Lya Slap	291
13	Djembe DT	Djembe_Deadtone	292
14	Djembe Dn	Djembe_Dun	293
15	Djembe OS	Djembe_OpenSlap	294
16	Gana Drum	Gana_Drum_Open	295
17	Kalimba Hi	Kalimba_hi	296
18	Kalimba Md	Kalimba_Mid	297
19	Kalimba Lo	Kalimba_Lo	298
20	TDrum Slp	Talking_Drum_Slap	299
21	TDrm Boom	Talking Drum_Boom	300
22	TDrm SlpBM	Talking Drum_Slap Boom	301
23	Tdrum Tap	Talking Drum_Tap	302
24	Udu DumSO	Udu_Dum_semiopen	303
25	Udu Dum	Udu_Dum	304
26	Udu Fngers	Udu_Fingertips	305
27	Udu Top	Udu_TopHole_SemiOpen	306
28	Udu Hard	Udu Dum Hard	307
29	Udu Soft	Udu Dum Soft	308
PERCUSSION INDIA			
1	Apa Kalai 1	Aapa Kalai 1	309
2	Apa Kalai 2	Aapa Kalai 2	310
3	IndiaCnt 1	Indian Count vel 1	311
4	IndiaCnt 2	Indian Count vel 2	312
5	IndiaCnt 3	Indian Count vel 3	313
6	IndiaCnt 4	Indian Count vel 4	314

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION INDIA			
7	Gadasing 1	Gadasing 1	315
8	CadasingDb	Gadasing Double	316
9	Cadasing 2	Gadasing 2	317
10	India 1	Indian_3_02_1	318
11	India 2	Indian_3_03_1	319
12	India 3	Indian_3_05_1	320
13	India 4	Indian_3_07_1	321
14	India 5	Indian_3_11_1	322
15	India 6	Indian_3_12_1	323
16	India 7	Indian_3_17_1	324
17	India Loop	India_loop	325
18	Tabla DGC	Tabla DGC	326
19	Tabla_DGEE	Tabla_DGEE	327
20	Tabla_DGMK	Tabla_DGMK	328
21	Tabla_DINM	Tabla_DINM	329
22	Tabla_NAH	Tabla_NAH	330
23	Tabla_NAL	Tabla_NAL	331
24	Tabla_THMM	Tabla_THMM	332
PERCUSSION FOUND			
1	ABS Pipe1	ABS Pipe1	333
2	ABS Pipe 2	ABS Pipe 2	334
3	BeatCymbal	Beat Cymbal	335
4	CymbalStak	Beat StackCymbal	336
5	CymbStk Hi	Beat StackCymbal Hi	337
6	AfriCan	Beer_Can_Africa	338
7	Beer Can 1	Beer_Can 1	339
8	Beer Can 2	Beer_Can 2	340
9	Beer Can 3	Beer Can 3	341
10	Boat Horn	Boat Horn	342
11	Chainlink	ChainLink Fence	343
12	ChTrashCan	Chair_Tambourine_Trash_Can	344
13	Chair 1	Chair_Zone_1	345

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION FOUND			
14	Chair 2	Chair_Zone_2	346
15	Chair 3	Chair_Zone_3	347
16	Chair 4	Chair_Zone_4	348
17	Group Clap	Clap_Group	349
18	Clown Horn	Clown_Horn	350
19	Dumpster 1	Dumpster_1	351
20	Dumpster 2	Dumpster_2	352
21	Dumpster 3	Dumpster_3	353
22	Bottle 1	Glass_Bottle_1	354
23	Bottle 2	Glass_Bottle_2	355
24	Bottle 3	Glass_Bottle_3	356
25	Bottle 4	Glass_Bottle_4	357
26	Bottle 5	Glass_Bottle 5	358
27	Bottle 6	Glass_Bottle 6	359
28	Bottle 7	Glass_Bottle 7	360
29	Metal 1	Metal_Arm 1	361
30	Metal 2	Metal_Arm 2	362
31	Metal 3	Metal_Bench	363
32	Bucket 1	Metal_Bucket 1	364
33	Bucket 2	Metal_Bucket_2	365
34	Bucket 3	Metal_Bucket 3	366
35	Pipes 1	Metal_Pipes_1	367
36	Pipes 2	Metal_Pipes_2	368
37	Pipes 3	Metal_Pipes_3	369
38	Bench 1	Metal_Bench 2	370
39	Bench 2	Metal_Bench 3	371
40	TrashCan 1	Trash_Can_Rim1	372
41	TrashCan 2	Trash_Can.Rim 2	373
42	TrashCan 3	Trash_Can	374
43	TrashCan 4	Nasty_Smelling_Trash_Can.07_1	375
44	TrashCan 5	Trashcan_lid	376
45	P Bucket 1	Plastic_Bucket_1	377
46	P Bucket 2	Plastic_Bucket_2	378

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION FOUND			
47	P Bucket 3	Plastic_Bucket_3	379
48	P Bucket 4	Plastic_Bucket_Muted	380
49	P Bucket 5	Plastic_Bucket_RS	381
50	P Bucket 6	Plastic_Bucket_With_Rattle	382
51	P Bucket 7	Plastic_Bucket_Top_Rim	383
52	ShppingCrt	Shopping_Cart	384
53	Dumpster	Dumpster_Behind_Vons.20_1	385
54	DrumSticks	DrumSticks	386
PERCUSSION MIDEASTERN			
1	Bendir 1	Bendir 1	387
2	Bendir 2	Bendir 2	388
3	Bendir 3	Bendir 3	389
4	Bendir 4	Bendir 4	390
5	Bendir 5	Bendir 5	391
6	Darbuka	Darbuka	392
7	Darbka Opn	Darbuka_Open	393
8	Finger Cym	Finger_Cymbal	394
9	FngrCym Hi	Finger_Cymbal Hi	395
10	Mashar	Mashar	396
11	Rig Dume	Riq_Dume	397
12	Riq Jingle	Riq_Jingle	398
13	Tambourn	Tambourn	399
14	Turkish Lp	Turkish Loop	400
PERCUSSION ORCHESTRAL			
1	Bell	Bell	401
2	Concert BD	Concert_BassDrum	402
3	Glock A	Glock A	403
4	Glock C Hi	Glock C Hi	404
5	Glock C Lo	Glock C Lo	405
6	Glock F Lo	Glock F Lo	406
7	Glock F Med	Glock F Med	407

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION ORCHESTRAL			
8	Glock F Hi	Glock F Hi	408
9	Go Bell	Go Bell	409
10	Gong 1	Gong_1	410
11	Gong 2	Gong_2	411
12	Orch Tutti	Orch_Tutti	412
13	Orch Gong	Orchestral_Gong	413
14	Tamb Slap	Tambourine_Slap	414
15	Tamb Shake	Tambourine_Snake	415
16	Trngle MT	Triangle_Mute	416
17	Trngle Opn	Triangle_Open	417
18	Tublr Bell	Tubular Bell	418
19	Sleighbels	Sleighbells	419
20	Tymp 1	Tympani_1	420
21	Tymp 1 Mid	Tympani_1 Lo	421
22	Tymp 1 Lo	Tympani_1 Lower	422
23	Tymp 2	Tympani_2	423
24	Tymp 2 Lo	Tympani_2 Lo	424
25	VibraSlap	VibraSlap	425
26	Whist Long	Whistle_Long	426
27	Whist Shrt	Whistle_Short	427
28	WoodBlock	Wood Block	428
29	WindChimes	WindChimes	429
PERCUSSION BRAZIL			
1	Berimbu	Berimbu	430
2	Caixa	Caixa	431
3	Caixa Clik	Caixa Rim Click	432
4	Caixa RS	Caixa RS	433
5	Cuica Hi	Cuica-Hi	434
6	Cuica Lo	Cuica-Lo	435
7	Pandero	Pandero	436
8	Pndero Slp	Pandero_Slap	437
9	Surdo Lo	Surdo Lo	438

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION BRAZIL			
10	Surdo Med	Surdo Med	439
11	Surdo Hi	Surdo Hi	440
PERCUSSION ASIA			
1	Chn Gong 1	Chinese_OperaGong_1	441
2	Chn Gong 2	Chinese_OperaGong_2	442
3	Ching Lo	Ching_Lo	443
4	Ching	Ching	444
5	Gamelon 1	Gamelon_1	445
6	Gamelon 2	Gamelon_2	446
7	Gamelon 3	Gamelon_3	447
8	Gamelon 4	Gamelon_5	448
9	Gamelon 5	Gamelon_6	449
10	Gamelon 6	Gamelon_7	450
11	Gamelon 7	Gamelon_1	451
12	Gamelon 8	Gamelon_2	452
13	Gamelon 9	Gamelon_3	453
14	Taiko 1	Taiko 1	454
15	Taiko 2	Taiko 2	455
16	Taiko 3	Taiko 3	456
17	Tam Tam	Tam_Tam	457
PERCUSSION NATIVE AMERICAN			
1	Cantaro	Cantaro	458
2	DeerSkin 1	Deerskin_Drum 1	459
3	DeerSkin 2	Deerskin_Drum 2	460
4	DeerSkin 3	Deerskin_Drum 3	461
5	HorseHide1	Horsehide_Drum_1	462
6	HorseHide2	Horsehide_Drum_2	463
7	HorseHide3	Horsehide_Drum_3	464
8	PuebloVox1	Pueblo Solo Vox_1	465
9	PuebloVox2	Pueblo Solo Vox_2	466
10	RainStick	Rainstick	467

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
PERCUSSION NATIVE AMERICAN			
11	RitualDrm1	Ritual_drum_Layered	468
12	RitualDrm2	Ritual_drum	469
13	RitualDrm3	Ritual Drum 2	470
14	Sheshone 1	Sheshone_Solo Vox	471
PERCUSSION EXOTIC			
1	WaterDrum1	WaterDrum_1	472
2	WaterDrum2	WaterDrum_2	473
3	WaterDrum3	WaterDrum_3	474
4	WaterDrum4	WaterDrum_4	475
5	WaterDrum5	WaterDrum_5	476
6	WaterDrum6	WaterDrum_6	477
7	WaterDrum7	WaterDrum_7	478
8	WaterDrum8	WaterDrum_8	479
9	WaterDrum9	WaterDrum_9	480
10	WaterDrm10	WaterDrum_10	481
11	WaterDrm11	WaterDrum_11	482
12	WaterDrm12	WaterDrum_12	483
13	WaterDrm13	WaterDrum_13	484
14	WaterDrm14	WaterDrum 14	485
15	HangDrm Hi	HangDrum_Hi	486
16	HangDrm Lo	HangDrum_Lo	487
17	HangDrmMid	HangDrum_Mid	488
18	Flexitone	Flexitone	489
19	Waterphne1	Waterphone_1	490
20	Waterphne2	Waterphone_2	491
21	Waterphne3	Waterphone_3	492
22	Waterphne4	Waterphone_4	493
23	Waterphne5	Waterphone_5	494
24	Waterphne6	Waterphone_6	495

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
VOCALS			
1	Hah	Hah_Group	496
2	Hey Oh	Hey_Ooh	497
3	Hey	Hey	498
4	Hoo	Hoo	499
5	Huh	Huh	500
6	Oh Yeah	Oh_Yeah	501
7	Jam!	Jam	502
8	Chorus	Kecak_Chorus	503
9	Shhh!	Kecak_Shhh	504
10	Shout	Kecak_Shout	505
11	Uno	Spanish 1	506
12	Dos	Spanish 2	507
13	Tres	Spanish 3	508
14	Quartro	Spanish 4	509
15	Cinco	Spanish 5	510
16	Seis	Spanish 6	511
17	Siete	Spanish 7	512
18	Ocho	Spanish 8	513
19	Nueve	Spanish 9	514
20	TurkFemale	Turkish Female Vox	515
21	Uhh	Uhh	516
22	Woo	Woo	517
23	ZuniVox 1	Zunivox_1	518
24	ZuniVox 2	ZuniVox_2	519
25	ZuniVox 3	Zunivox_3	520
26	One	Count_One	521
27	Two	Count_Two	522
28	Three	Count_Three	523
29	Four	Count_Four	524
30	Five	Count_Five	525
31	Six	Count_Six	526
32	Seven	Count_Seven	527
33	Eight	Count_Eight	528
34	Nine	Count_Nine	529

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONICE KICK			
1	LoFi Kick	Lo Fi Kick	530
2	SDSV Kick1	SDSV Kick 1	531
3	SDSV Kick2	SDSV Kick 2	532
4	SDSV Kick3	SDSV Kick 3	533
5	Tek Kick	Tek Kick	534
6	SDS7 Kick1	SDS7 filter LowNat Stack	535
7	SDS7 Kick2	SDS7 Analog natDOWN	536
8	SDS9 Kick1	SDS9 Kick 1	537
9	UniVox Kik	UniVox Kick	538
10	909LongKik	909 Kick Long	539
11	808 Kick 1	808 Kick 1	540
12	808 Kick 2	808 Kick 2	541
13	SynSonxKik	SynSonix Kick	542
14	BeatBoxKik	BeatBox Kick	543
15	SDSIVKik 1	SDSIV Kick 1	544
16	SDSIVKik 2	SDSIV Kick 2	545
17	SDSIVKik 3	SDSIV Kick 3	546
18	SDSIVKik 4	SDSIV Kick 4	547
19	SDSIVKik 5	SDSIV Kick 5	548
20	SDSIVKik 6	SDSIV Kick 6	549
21	Tekno Kik	Tekno Kick	550
22	Acid Kick	Acid Kick	551
23	FuziBusKik	FuzzyBuss	552
24	SubKick	Sub Kick	553
ELECTRONICE SNARE			
1	BeatBox Sn	BeatBox Snare	554
2	BeatBox CS	BeatBox CrossStick	555
3	BeatBox RS	BeatBox RimShot	556
4	LoFi Snare	Lo Fi Snare	557
5	LoFi Sn CS	Lo fi snare CS	558
6	LoFi Sn RS	Lo fi snare RS	559
7	SDS7Snare5	SDS7 Digital Snare ExDown	560

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DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONIC E SNARE			
8	SDS7Snare2	SDS7 Digital Filter	561
9	SDS7Snare3	SDS7 AnalogEX down	562
10	SDS7Snare4	SDS7 Analog Exdwn	563
11	909 Snare	909 Snare	564
12	808 Snare	808 Snare	565
13	SDSVSnare1	SDSV Snare Hi Tun EX Down	566
14	SDSVSnare2	SDSV Snare Hi Tuning	567
15	SDSVSnare3	SDSV Snare Lo Ex Down	568
16	SDSVSnare4	SDSV Snare	569
17	SDSVSnare5	SDSV Snare Noise	570
18	78 Snare	CR78 Snare	571
19	Tek Snare	Tek Snare	572
20	909 Snare	TR909 Snare	573
21	UniVox Sn	Univox Snare	574
22	SDS9 Sn 1	SDS9 Snare 1	575
23	SDS9 Sn 2	SDS9 Snare 2	576
24	SDS9 Sn 3	SDS9 Snare 3	577
25	SDS9 Sn 4	SDS9 Snare 4	578
26	SDS9 Sn 5	SDS9 Snare 5	579
27	SDS9 Sn 6	SDS9 Snare 6	580
28	SDS9 Sn 7	SDS9 Snare 7	581
29	SDS9 Sn 8	SDS9 Snare 8	582
30	SDS9 Sn 9	SDS9 Snare 9	583
31	SDS9 Sn10	SDS9 Snare 10	584
32	909NoNoise	909 No White Noise	585
33	SynSonSnr	Synsonic Snare	586
34	Hip Hop 1	Hip Hop 1	587
35	Hip Hop 2	Hip Hop 2	588
36	Hip Hop CS	Hip Hop CS	589
37	R'nB Snr	R'nB	590
38	R'nB CS	R'nB CS	591

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONIC E TOM			
1	CR78TomHi+	CR78 Hi+Tom	592
2	CR78Tom Hi	CR78 Hi Tom	593
3	CR78Tom Md	CR78 Mid Tom	594
4	CR78Tom Lo	CR78 Lo Tom	595
5	LoFiTom Hi	LoFi Tom Hi	596
6	LoFiTom Md	LoFi Tom Mid Hi	597
7	LoFiTom Lo	LoFi Tom Lo	598
8	LoFiTomMLo	LoFi Tom Mid Lo	599
9	SDS7 Tom 1	SDS7 ExgUp	600
10	SDS7 Tom 2	SDS7 4 ExgUp	601
11	SDS7 Tom 3	SDS7 4 Nat Up	602
12	SDS7 Tom 4	SDS7 Tom 4	603
13	SDS7 Tom 5	SDS7 Tom 5	604
14	SDS7 Tom 6	SDS7 Tom 6	605
15	SDS7 Tom 7	SDS7 Tom 7	606
16	SDS7 Tom 8	SDS7 Tom 8	607
17	SDS7 Tom 9	SDS7 Tom 9	608
18	SDS7 Tom10	SDS7 Tom10	609
19	SDS7 Tom11	SDS7 Tom11	610
20	SDSV Tom 1	SDSV Tom Mid Lo	611
21	SDSV Tom2	SDSV Tom Lo	612
22	SDSV Tom3	SDSV Tom Mid	613
23	SDSV Tom4	SDSV Tom Hi Mid	614
24	SDSV Tom5	SDSV Tom Hi	615
25	Tekno Tom1	Tekno Tom Lo	616
26	Tekno Tom2	Tekno Tom Mid	617
27	Tekno Tom3	Tekno Tom Hi	618
28	SDS9 Tom 1	SDS9 Tom 1	619
29	SDS9 Tom 2	SDS9 Tom 2	620
30	SDS9 Tom 3	SDS9 Tom 3	621
31	SDS9 Tom 4	SDS9 Tom 4	622
32	SynSonxTom	SynSonic Tom	623
33	808 Tom Hi	808 Hi Tom	624
34	808 Tom Md	808 Mid Tom	625

APPENDIX

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONIC E TOM			
35	808 Tom Lo	808 Lo Tom	626
36	BeatBoxTm1	BeatBox Tom 1	627
37	BeatBoxTm2	BeatBox Tom 2	628
38	BeatBoxTm3	BeatBox Tom 3	629
39	BeatBoxTm4	BeatBox Tom 4	630
40	BeatBoxTR1	BeatBox Tom Rim 1	631
41	BeatBoxTR2	BeatBox Tom Rim 2	632
42	Tek Tom Hi	Tek Tom Hi	633
ELECTRONIC E HI HAT			
1	808HHCld	800 Hi Hat Closed	634
2	808HHOpn 1	808 Hi Hat Open 1	635
3	808HHOpn 2	808 Hi Hat Open 2	636
4	808HHOpn 3	808 Hi Hat Open 3	637
5	808HHOpn 4	808 Hi Hat Open 4	638
6	SDSV HHPed	SDSV Hi Hat Pedal	639
7	SDSV HHOpn	SDSV Hi Hat Open	640
8	SDSV HHCl	SDSV Hi Hat Closed	641
9	HipHop Cl	Hip Hop Hi Hat Closed	642
10	HipHop Opn	Hip Hop Hi Hat Open	643
11	R'nB Open	R'nB Hi Hat Open	644
12	R'nB Clsd	R'nB Hi Hat Closed	645
13	LoFi HH Cl	LoFi Hi Hat Clsd	646
14	LoFi HH Ft	LoFi Hi Hat Foot	647
15	LoFi HH Op	LoFi Hi Hat Open	648
16	E Hi Hat	E Hi Hat	649
17	SDS7HH Cl	SDS7 CLSD EX-DOWN	650
18	SDS7HH Op	SDS7 Open Lo	651
19	SDS7HH Pd1	SDS7 Pedal	652
20	SDS7HH Pd2	SDS7 Hi Hat Pedal	653
21	TekHH Cl	Tek Hat Closed	654
22	TekHH Op	Tek Hat Open	655
23	UniV HH Cl	UniVox Hi Hat Closed	656

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONIC E HI HAT			
24	UniV HH Op	UniVox Hi Hat Open	657
25	BtBoxHH Op	BeatBox Hi Hat Open	658
26	BtBoxHH Cl	BeatBox Hi Hat Closed	659
27	BtBoxHH Pd	BeatBox Hi Hat Pedal	660
28	SynSonxHH	Synsonic Cymbal	661
ELECTRONIC E CYMBAL			
1	SDS7 CR 1	SDS7 CRASH	662
2	SDS7 CR2	SDS7 CRASH EXDOWN	663
3	SDS7 CR3	SDS7 CRASH EXUP	664
4	CR78 Cym	CR78 Cymbal	665
5	Ride EFX	Ride EFX	666
6	808 Cym	TR808 Cymbal	667
7	SDS7Ride 1	SDS7 Ride EX Down	668
8	SDS7Ride 2	SDS7 Ride EX Down	669
9	SDS7Ride 3	SDS7 Ride EX Up E2	670
10	SDS7Ride 4	SDS7 Ride LO Nat Up D#2	671
11	SDS7Ride 5	SDS7 Ride LO Nat Up	672
12	SDS7 Cym	SDS7 Cym	673
13	SDSV Cym 1	SDSV 808ish	674
14	SDSV Cym 2	SDSV 808ish	675
15	SDSV Cym 3	SDSV Cymbal Hi	676
16	SDSV Cym 4	SDSV Cymbal Lo	677
17	SDSV Cym 5	SDSV Cymbal Lo	678
18	SDSV Cym 6	SDSV Cymbal Lo	679
19	E Cymbal 1	E Cymbal 1	680
20	E Cymbal 2	E Cymbal 2	681
21	E Cymbal 3	E Cymbal 3	682
22	E Cymbal 4	E Cymbal 4	683
23	909 Ride	TR909 Ride	684
24	808 Cym	TR808 Cymbal	685
25	909 Crash	TR909 Crash	686
26	BtBox Cr 1	BeatBox Crash 1	687

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APPENDIX

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONIC E CYMBAL			
27	BtBox Cr 2	BeatBox Crash 2	688
28	BtBox RD 1	BeatBox Ride 1	689
29	BtBox RD 2	BeatBox Ride 2	690
30	CR78ModCym	CR78 Moduled EFX cymbal	691
ELECTRONIC E PERC			
1	SDSVNseClp	SDSV Noise Clap	692
2	CR78 CB	CR78 Cowbell	693
3	ClapTrap 1	Analog ClapTrap 1	694
4	ClapTrap 2	Analog ClapTrap 2	695
5	ClapTrap 3	Digital ClapTrap 1	696
6	ClapTrap 4	Digital ClapTrap 2	697
7	808Hi Cnga	808 Hi Conga	698
8	808MdCnga	808 Mid Conga	699
9	808LoCnga	808 Lo Conga	700
10	909 Clap	909 Clap	701
11	Spa Clap	SPA_Clap	702
ELECTRONIC MISC			
1	SteelRttle	Stainless Steel Rattle	703
2	HumanGltz	Steel HumanGlitz	704
3	SteelPkr	Steel Peaker	705
4	SteelSwarm	SteelSwarm	706
5	MapleSavge	Maple Savage	707
6	TerrorStke	Cymbal TerrorStrike	708
7	Cymbalzer	Cymbalizer	709
8	PoundSlap	Snare PoundSlap	710
9	NastyKick	Nasty Kick	711
10	EatBrain	Piccolo EatBrain	712
11	GravelBub	Piccolo GravelBubbles	713
12	Pic Animal	Piccolo Animal	714
13	HH Bubb	HiHat Bubbles	715
14	DstortRngr	Piccolo DistortedRinger	716

DRUM SOUND LIST

Category	Screen Name	Description	Inst. #
ELECTRONIC MISC			
15	SSMachine	SideStick Machine	717
16	BassRatle	Steel Bass Rattles	718
17	BassRatMid	Steel Bass Rattles Mid	719
18	BassRatLo	Steel Bass Rattles Lo	720
19	SSRattle	Stainless Steel Rattles	721
20	AcidLaser	Steel Acidlaser	722
21	Club Hit	Club Hit	723
22	Club Stab	Club Stab	724
23	BassRumb	Bass Rumble	725
24	KnarlBass	Knarly Bass	726
25	RadBass	Raddle Bass	727
26	Spirlis	Spirlis Synth	728
27	SubImpkt	SubImpakt	729
28	Trumble	Trumble Synth	730
29	SD Noise	SD Noise	731
30	SDEndpitch	SD Tonight Endpitch	732
31	SDLoPitch	SD Tonight Lowpitch	733
32	SDTonite	SD Tonight Metal	734
33	SDMidPitch	SD Tonight Midpitch	735
34	SDTurn	SD Turn Long Tom	736
35	SDMatrix	SD MatrixGenesis	737
36	SDSIV Xpln	SDSIV Explosion	738
37	SD Noise 1	SDSIV Noise 1	739
38	SD Noise 2	SDSIV Noise 2	740
39	SD Noise 3	SDSIV Noise 3	741
40	SD Noise 4	SDSIV Noise 4	742
41	SD Noise 5	SDSIV Noise 5	743
42	SD Noise 6	SDSIV Noise 6	744
43	SD Rez TM	SD Rez Tom	745
44	SD LoRez	SD Deep LoRez Tom	746
45	SD Xplsn	SD Short Explosion	747
46	SD Shrt Tm	SD Short LoRez Tom	748
47	SD LoREzTm	SD Short LoRez Tom 2	749

APPENDIX

DRUM SOUND LIST

Category	Screen Name	Manual Name	Inst. #
ELECTRONIC MISC			
48	SineSub	Sinewave Subtone	750
49	MatrixGens	MATRIX_Genesis	751
ELECTRONIC PHRASE			
1	EP Chord	EPChord	752
2	HornHit	Horn Hit	753
3	GTRLPDist1	Guitar Distortion 1	754
4	GTRLPDist2	Guitar Distortion 2	755
5	GTRLPDist3	Guitar Distortion 3	756
6	GTRLPDist4	Guitar Distortion 4	757
7	GTRLPDist5	Guitar Distortion 5	758
8	GTRLPDist6	Guitar Distortion 6	759
9	GTRLPDist7	Guitar Distortion 7	760
10	Slap Bass 1	Slap Bass 1	761
11	Slap Bass 2	Slap Bass 2	762
12	Slap Bass 3	Slap Bass 3	763
13	Slap Bass 4	Slap Bass 4	764
14	Slap Bass 5	Slap Bass 5	765
15	Slap Bass 6	Slap Bass 6	766
16	Wah Gtr	Wah Guitar	767
17	Scratch 1	Scratch_1	768
18	Scratch 2	Scratch_Hey	769
19	Scratch 3	Scratch_2	770
20	Scratch 4	Scratch_3	771
21	Scratch 5	Scratch_4	772
22	Funk Gtr 1	Funk Guitar 1	773
23	Funk Gtr 2	Funk Guitar 2	774
24	Funk Gtr 3	Funk Guitar 3	775
25	Funk Gtr 4	Funk Guitar 4	776

TOTAL SOUNDS 776

APPENDIX

PATTERN PLAY

	Screen Name	BPM	Time sig	Kit	Assigned to
1	Africa 1	120	4/4	West Africa	Tom 1 Rim
2	Africa 2	130	4/4	East Africa	Tom 1 Rim
3	Son Clave	105	4/4	Salsa	Tom 3 Rim
4	PartidoAlto	120	4/4		
5	Mambo	105	4/4		
6	Rhumba Flm	125	4/4		
7	Flamenco	128	12/8		
8	Samba Regg	90	4/4	Brazil	Tom 1 Rim
9	BollyHood	90	4/4		
10	India	90	7/8	India	Tom 1 Rim
11	MidEast 1	98	4/4		
12	MidEast 2	80	5/8	MidEast	Tom 1 Rim
13	NA Ritual	85	4/4	Native American	Tom 2 Rim
14	SD Perc 1	90	4/4		
15	SD Perc 2	125	4/4	SDS9	Tom 2 Rim
16	Nails Dub	120	4/4	Nails	Tom 3 Rim
17	Nails BStp	140	6/8		

DEMO SONGS

1	Rock	Play along Rock tune
2	Funk	Play along Funk tune
3	Fusion 7/8	Play along Fusion tune in 7/8
4	Drum Solo	Drum solo that demonstrates the sounds in the Module. Turn the value knob or use the -/+ buttons to select kits

APPENDIX

MIDI IMPLEMENTATION CHART

Function	Transmitted	Recognized	Remarks
Basic Default Channel Changed	10 CH Only X	CH 1-16 CH 1-16	

Mode   Default
              Messages
              Altered
	Mode 3
	X
	**********
		Mode 3
		X
		X	

Note Number: True voice	0~127 **********	0~127 0~127	
Velocity Note ON Note OFF	O 9nH,v=1-127 O 8nH,v=0	O 9nH,v=1-127 O 9nH,v=0 or 8nh	
Affter Key's	X	X	
Pitch Bender	X	O	

Control Change   0,32
             1
             6
             7
             10
             11
             64
             66
             67
             80
             81
             84
             91,93
             98,99
             100,101
             121
	X
	X
	X
	X
	X
	X
	X
	X
	X
	O
	X
	X
	X
	O
	X
	X
		O
		O
		O
		O
		O
		O
		O
		O
		O
		O
		O
		O
		O
		O
		O (*1)
		O
			Bank Select
			Modulation
			Data Entry
			Volume
			Pan
			Expression
			Sustain
			Sostenuto
			Soft pedal
			Reverb TYPE
			Chorus TYPE
			Portamento
			DSP DEPTH
			NRPN LSB,MSB
			RPN LSB,MSB
			Reset all Controllers

Program
Change: True
	O 0-127
	    0-127
		O 0-127
		    0-127	

System Exclusive	X	O	
System: Song Position Song Select Common: Tune	X X X	X X X	

Aux: Local on/off
              All Notes Off
Messages: Active Sense
              Reset
	O
	X
	X
	X
		X
		X
		X
		X	

WARRANTY

Two (2) Years limited warranty
Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for two (2) years to the original owner from the date of purchase.

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FCC STATEMENT

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a different circuit.

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