SIMMONS

SD1250

**ELECTRONIC DRUM KIT
WITH MESH HEADS**

OWNER'S MANUAL

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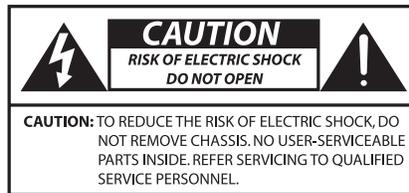
AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.

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.

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TABLE OF CONTENTS

MAIN FEATURES

SIMMONS SOUND LIBRARY
The SD1250 features the Simmons Signature Sound Library, containing the most sought-after acoustic drums, world percussion instruments, and classic Simmons electronic drums. In addition, an inspiring collection of unique new sounds have been created, 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 SD1250 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. VAR technology includes variations as you hit the pad harder, multiple samples to reduce the "machine-gun effect," stereo samples and long, natural decay times.

SYNTHESIS PER SOUND
Sound design controls are built-in, including a 12dB / octave low pass filter with variable cutoff and resonance, +/– octave pitch shifts, independent velocity control of filter cutoff, resonance pitch shift, and envelope length. Up to 23 programmable drum sounds are available in each kit (19 in the standard kit, 23 in the optional expanded kit).

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

BLUETOOTH WIRELESS MIDI
A built-in Bluetooth transmitter/receiver allows the unit to send and receive MIDI data. Play computer, smartphone, or tablet apps from your drum kit. It also works with the Simmons Advanced iOS app, which adds sound editing, kit selection, and play-along features.

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. The 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.

SD1250 SPECIFICATIONS

MODULE SPECS
Polyphony 64 Voices
50 Preset Kits
Up to 25 kits (23 sounds in 10 drums)
750 Preset Sounds, 128 User Sounds
28Mb of User Sample Memory (for .WAV files)
4 Demo Songs
25 User Songs
Mixer: Kick, Snare, Toms, Crash 1, Crash 2, Ride, Hi-Hat,
Tom 4 and 2 Cymbal Inputs
Effects: Room, Stage, Hall and Plate Reverbs, 2-Band EQ per Kit

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

RACK
Aluminum hex with steel support rods
Adjustable mounts
Snare Stand

DRUMS
12" Mesh Dual Zone Snare
8", 8", 10", 10" Mesh Dual Zone Toms
12" Dual-zone Hi Hat Cymbal
(2) 12" Dual Zone Crash Cymbals
14" Triple Zone Ride Cymbal
Mesh Kick Drum pad with 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
Adjustable tempo
Click/Metronome - Click Voice, Time Signature,
Tempo, Interval, Volume

WELCOME

Congratulations on your purchase of Simmons' SD1250 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 SD1250 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 SD1250 is not in use.
• The AC adapter should be unplugged from the AC outlet if the SD1250 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 SD1250 and all related devices OFF prior to connecting or disconnecting cables. Powering down the SD1250 other than by pressing the 'power' button risks losing user program data.

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 SD1250 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.

Cymbals
Triple Zone 14" Cymbal - S1250CYM14S
Dual Zone 12" Cymbal (x3) - S1250CYM12S

Drums
Dual Zone 12" Snare - S1250SN10
Dual Zone 8" Tom (x2) - S1250PAD8
Dual Zone 10" Tom (x2) - S1250PAD10

Kick Drum and Stand - S1200KICK
Hi Hat Controller- S1200HHC

SD1250 Module - S1250M

Accessories
AC Adapter
Multi-pin Cable Harness
Hi-Hat Boom Arm/Stand
Cymbal Boom Arm/Stand (x3)
Snare Stand
L-rods (3)
Drum Sticks
Kick Pad Patch
Drum Rack

Triple Zone
14" Cymbal

Dual Zone
12" Cymbal

Dual Zone
12" Cymbal

Dual Zone
12" Cymbal

12" Dual Zone
Snare

10" Dual Zone
Tom (x2)

8" Dual Zone
Tom (x2)

Kick
Pad Patch

Hi Hat
Controller

Kick Drum
and Stand

SD1250
Module

Drum Rack
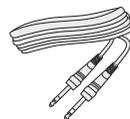
1/4" Cables to attach
Tom 4 and Crash 2 (x2)

AC Adaptor
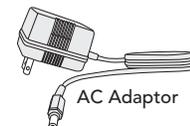
1/4" Multi-pin Cable Harness

Cymbal Boom Arm (x3),
Hi-Hat Boom Arm (x1)
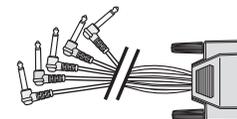
1 Pair
Drumsticks

Drum Key

ASSEMBLING YOUR KIT

RACK ASSEMBLY
1. Remove the preassembled rack tubing with clamps from its box.
2. There is a Drum Key included with the kit, in the bag with this user manual. Loosen the T-clamps and adjust the kit to your playing position.
3. After you have the rack aligned, double check each Drum Key Fastener and make sure they are all snug (but do not over tighten).
4. Insert the L-rod into the clamp for each tom. The long end should go into the clamp, and the short end should be pointed up.

ATTACHING THE TOMS TO THE RACK
Each tom has a thumbscrew built into the pad. Slide the Tom onto the L-bracket 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 by loosening the clamp, then tighten it to secure the drum.

ATTACHING THE CYMBALS (CRASH, RIDE, HI-HAT)
Attach the cymbal arms to the rack left and right posts. Adjust the boom arm to a comfortable playing angle. Attach the Hi Hat boom arm (the longest one) to the clamp on the left side of the rack, and attach the Crash 2 post to the right side of the rack. If the Hi Hat is too close, reverse the clamp so that the mounting hole is on the opposite side of the rack. Remove the cymbal nut and felt, place the cymbal on the mount, replace the felt and nut, then tighten. The cymbals have a guide to keep them from spinning when mounted.

ATTACHING THE SNARE DRUM
Remove the snare stand from its packaging. Open the stabilizing legs, insert the clamp into the base, and tighten into position. Place the snare onto the snare stand, then tighten the bottom nut to secure the drum in the stand. Adjust the thumbscrews to change the drum's position in the stand.

ATTACHING THE MODULE
Place the module mount into the rack clamp furthest to the left. Tighten the tension rod to secure the module. You can adjust the clamp to rotate the module into a more comfortable position.

KICK DRUM AND STAND
Remove the kick drum pad from its packaging and place under Toms 1 and 2. Attach your beater pedal (not included) to the mount at the bottom of the pad.

Note: A kick drum beater pedal is not included with the kit. We strongly recommend using plastic beaters to avoid damage to the kick drum mesh head.

A kick pad patch is included with the kit. Attach this to the kick pad where your beater pedal hits to avoid damage to the pad, or leave it off for quieter operation.

KICK DRUM, HI-HAT PEDAL AND PAD CONNECTIONS
1. Place the hi-hat pedal on the floor and to the left.
2. 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 hook-and-loop cable holders as you go. This will provide the cleanest look and make it much easier. Plug the two 1/4" cables from their jacks on the right side of the module to Tom 4 and Crash 2.
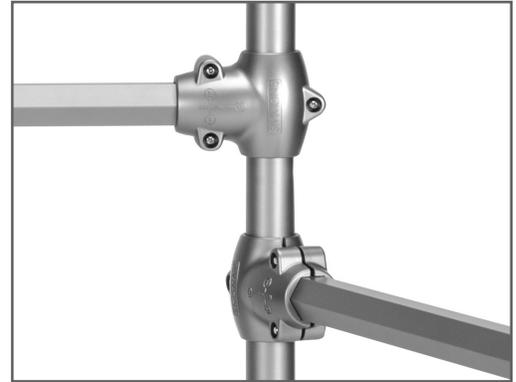
Note: The snare drum works best when tightened. You may want to use the included drum key to tighten the snare lugs for best response.

FINAL ASSEMBLED KIT

Kick Drum Pedal
not included

DRUM MODULE OPERATION

TOP PANEL CONTROLS
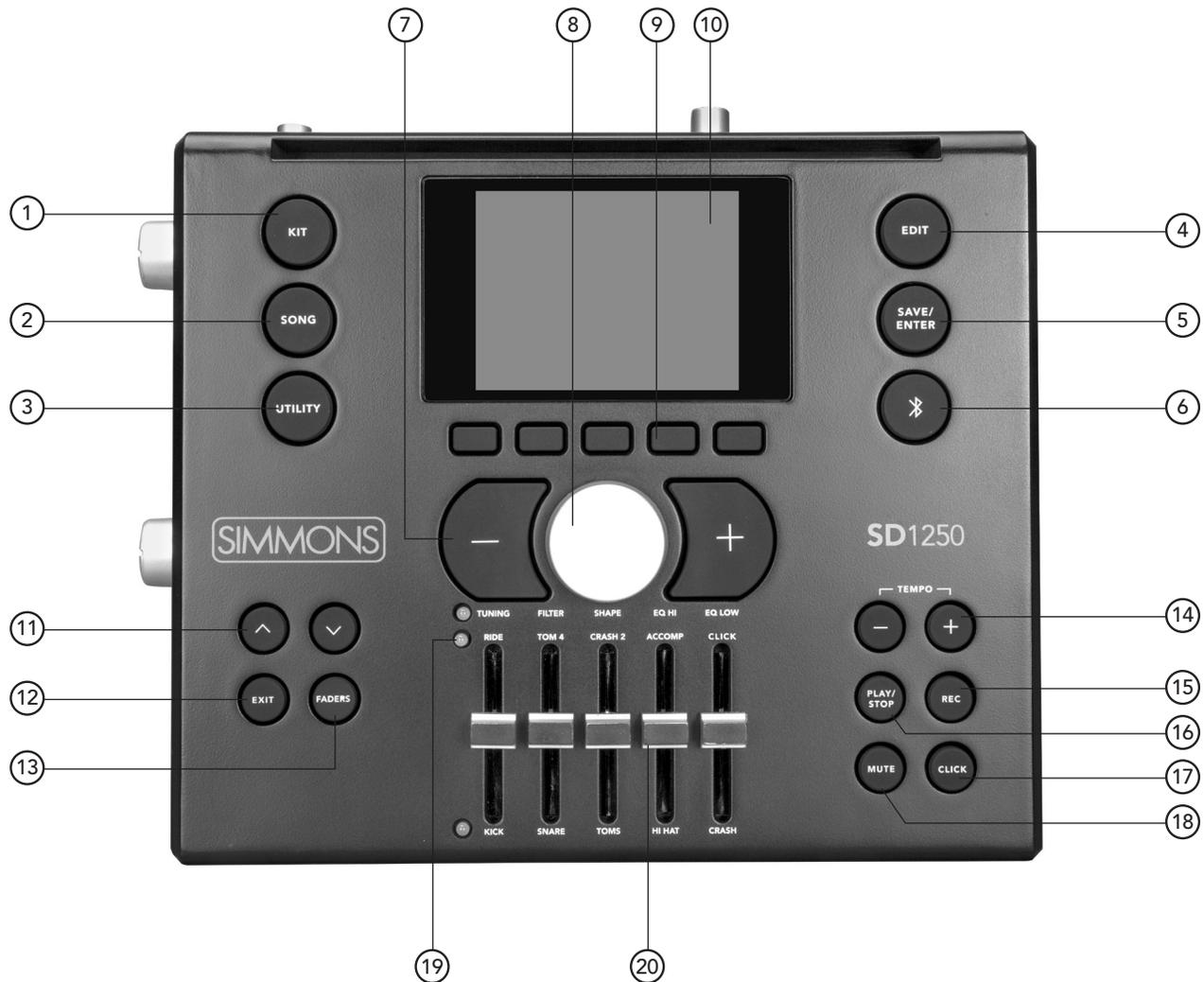
1. Kit: Selects Kit mode
2. Song: Selects Song mode
3. Utility: Selects Utility mode
4. Edit: Selects Edit mode
5. Save/Enter: Confirms a value or saves Kit edits
6. Bluetooth: Enables Bluetooth MIDI pairing
7. Increment/Decrement buttons: Changes kits or songs, or changes values in steps of one. If you press both + and - together, it returns to the first kit or returns an edited parameter to its default value.
8. Value knob: Changes the selected value on the screen
9. Function buttons: Select the function or menu listed on the display just above them. In the manual, these are referred to as F1 through F5.
10. LCD Display
11. Cursor buttons: Cursors between fields on menus

12. Exit: Used to exit a mode or screen
13. Faders: Changes the fader functions, as displayed by the Fader Bank LED (19). Press and hold the Faders button to reset all of their settings to default values.
14. Tempo – and +: Changes the sequencer tempo values incrementally.
15. Rec: Records MIDI
16. Play/Stop: Starts and stops the selected song in Song mode
17. Click: Turns on and off the metronome click.
18. Mute: Removes the drum part from song playback
19. Fader Bank LED: Shows which set of parameters can be edited using the faders. Change this using the FADERS button.
20. Faders: Adjust parameters like tuning and mix. Changes are global for all kits until reset.

DRUM MODULE OPERATION

FRONT MIXER PANEL

Faders:
The front panel faders control 3 banks of real-time adjustments to the current kit sound.

These are 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 FADERS 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 FADERS button 3 seconds. All 3 banks of fader controls will be "cleared" and all kits will then play with their unadjusted programmed settings.

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, cutting high frequencies.
- Shape dampens the sound of the kit to reduce the decay time. The available settings are Tight, Normal and Loose.
- EQ - HI will boost or reduce high frequencies.
- EQ -Low will boost or reduce low frequencies.

Bank 2: Ride, Tom 4, Crash 2, Accompaniment, Click
- Adjust the output volumes of each of these Kit elements, or adjust the Song/Accompaniment level.

Bank 3: Kick, Snare, Toms, Hi Hat and Crash
- Adjust the output volumes of each of these Kit elements.

DRUM MODULE OPERATION

RIGHT SIDE PANEL

1. Crash 2: ¼" stereo input jack for attaching an the Crash 2 cymbal
2. Tom 4: ¼" stereo input for attaching the Tom 4 pad
3. USB: USB host input for connecting a USB flash drive for sample loading and song storage

REAR PANEL

4. Outputs: Unbalanced stereo line outputs for connecting to a monitor system. If you only have one speaker, use the Left/Mono output
5. Aux In: 1/8" stereo input for connecting a smartphone, tablet, or other sound source. It plays through the outputs and headphone out
6. Aux Level: Adjusts the volume of the Aux In
7. MIDI: MIDI Input and Output for connecting to computer recording systems and triggering external sounds
8. USB: USB device input for connecting the module to a PC, tablet, or smartphone.
9. 9V: Power input for the included power adapter
10. Power switch: Hold for a few seconds to turn the power on or off

LEFT SIDE PANEL

11. Volume: Controls the volume coming from the line outputs
12. Headphone level: Controls the level going to the headphones
13. Headphone output: 1/8" Stereo jack for connecting headphones

BOTTOM PANEL
DB25 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 sound 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'.
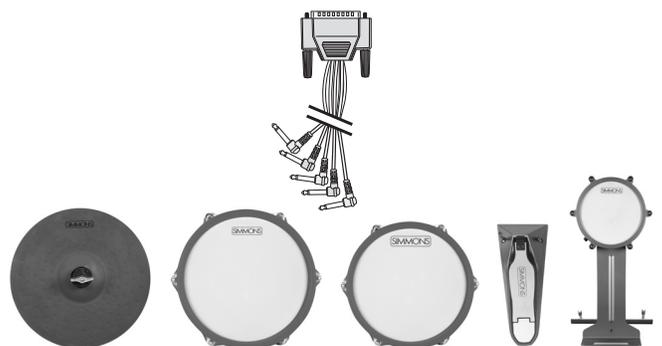
BASIC OPERATIONS AND NAVIGATION

The SD1250 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 Value knob in the middle of the module, or you can step through the kits using the –/+buttons that flank that knob.

ADJUSTING KIT SETTINGS
To change the kit settings shown immediately below the kit name, press the Cursor down button. The first selection is Kit Volume, which you can now adjust via the large dial and flanking –/+ buttons. Further presses of Cursor down or up 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.
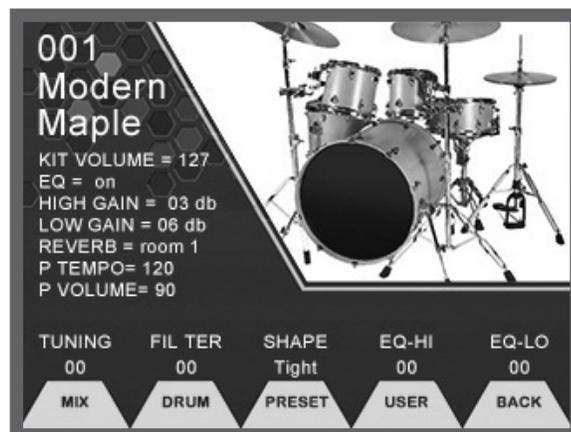
ADVANCED OPERATIONS

EDITING A DRUM KIT
All settings in Preset and User Kits can be edited. Edits made or saved to user kits are always retained, edits to Preset Kits depend on the setting of "Preset Memory Protect" setting in the Utility menu. When on, any edits to Preset Kits will be lost when you switch off the power. When "Preset Memory Protect" is off, your edits are always saved.

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 P VOLUME
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 press the other function buttons for access to pan, effects and pattern settings as well.

001
Modern
Maple

KIT VOLUME = 127
EQ = on
HIGH GAIN = 03 db
LOW GAIN = 06 db
REVERB = room 1
P TEMPO= 120
P VOLUME= 90

TUNING	FIL TER	SHAPE	EQ-HI	EQ-LO
00	00	Tight	00	00
MIX	DRUM	PRESET	USER	BACK

Please Note: When viewing and changing mix settings, the kit may 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.

ADVANCED OPERATIONS

MIX SCREEN VOLUME GRAPHIC DRUM VOLUMES

Pressing Kit then pressing F1 (MIX) can access this screen. It shows an overview of the SD1250 kit with the current volume settings for each drum and cymbal. When 'Follow Trigger' is enabled, hitting a drum, rim or cymbal will select it for volume adjustment using the large dial or flanking +/– buttons. To disable the 'Follow Trigger' function, press 'Utility' then 'Trigger (F1)' then switch 'Follow Trigger' off.

You can also use the cursor up or down buttons to select the onscreen drum or cymbal you want to adjust the volume, which becomes highlighted in red.
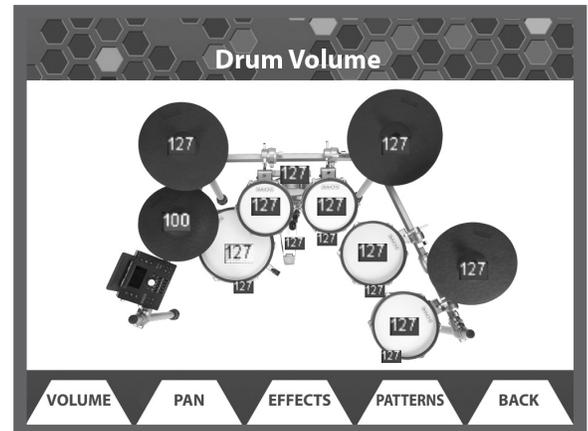
PAN SETTINGS

The screen are accessed by pressing Kit, then F1 (MIX), then F2 (PAN). Just like volume editing above, if 'Follow Trigger' is enabled, then hitting a drum or cymbal selects it, or you can use Cursor up or down. Use the value 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).
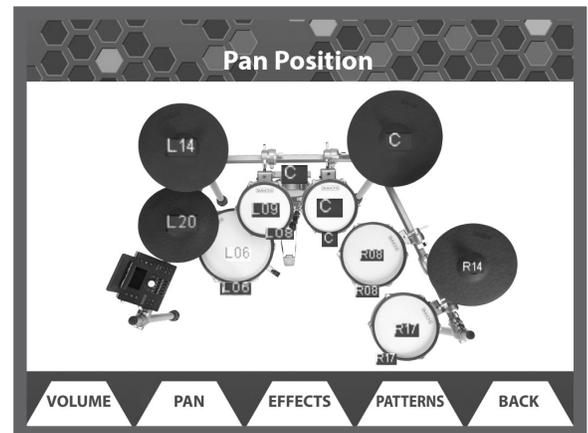
KIT INSTRUMENT EFFECTS SEND SETTINGS

The effects screen is accessed by pressing Kit, then F1 (MIX), then F3 (EFFECTS). Just like volume and pan editing, if 'Follow Trigger' is enabled, then hitting a drum or cymbal selects it, or you can use Cursor up or down. Then the large dial and flanking -/+ buttons to adjust the amount of effect to be applied to that drum or cymbal. To disable the 'Follow Trigger' function, press 'utility' then 'trigger (F1)' then switch 'Follow Trigger' off.
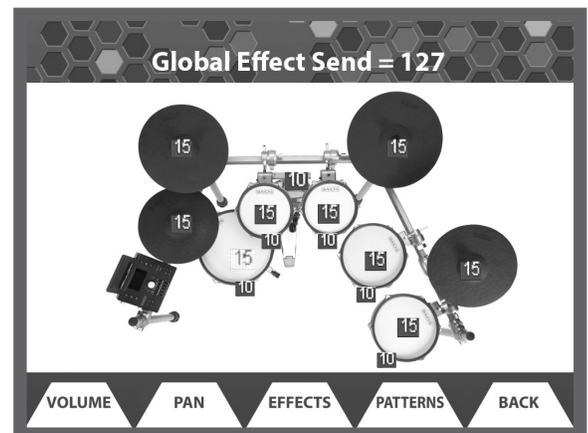
Please Note: All screens on the SD1250 depict the expanded set up for a 10 piece kit (snare, kick, 4 toms, hi-hat, ride cymbal, 2 crash cymbals). Your configuration may vary from these images.

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 top 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.
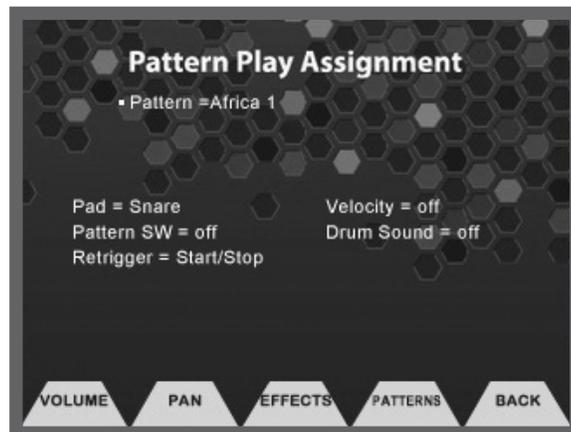
CHANGING A DRUM SOUND IN A KIT
Press Kit, then F2 (Drum). You can select the sound incrementally with the dial or the -/+ buttons. You will see the numbers indexed along with the names on the Preset List.

Move the cursor to the Category area to quickly view by Category such as "snares." For a full list of the sounds and the sound categories please see the appendix.

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 SD1250.

There are also Function buttons that select between preset or user sounds in the SD1250 so you can locate the sounds quickly.
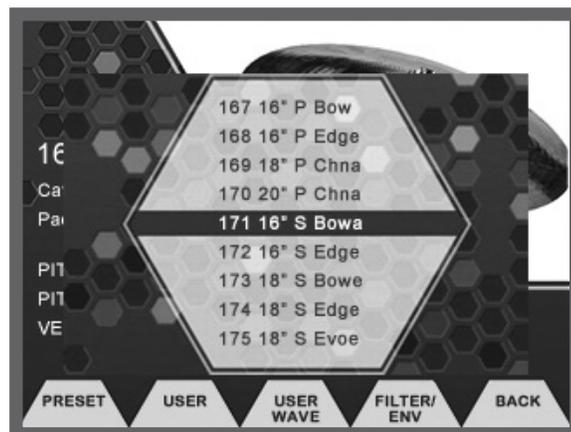
CHANGING DRUM PARAMETERS
On the Main Drum screen you adjust some basic settings that affect the sound such as Pitch, which affects the coarse pitch; Pitch Fine Tune, which changes pitch in smaller steps; and Velocity To Pitch, which changes the pitch to either positive or negative depending on the value set. Velocity to Pitch will not work if the Pitch or Pitch Fine Tune functions are used. To edit the Filter and Envelope (shape) settings, press the Function button below Filter/Env in the display.

ADVANCED OPERATIONS

FILTER EDIT

The filter screen shows 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, creating a more pronounced effect.
- 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
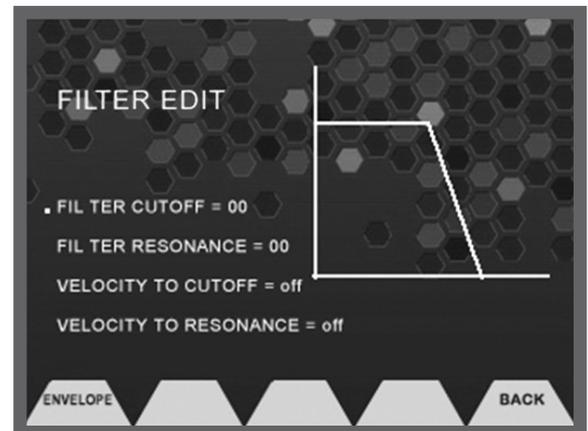
ENVELOPE EDIT

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.
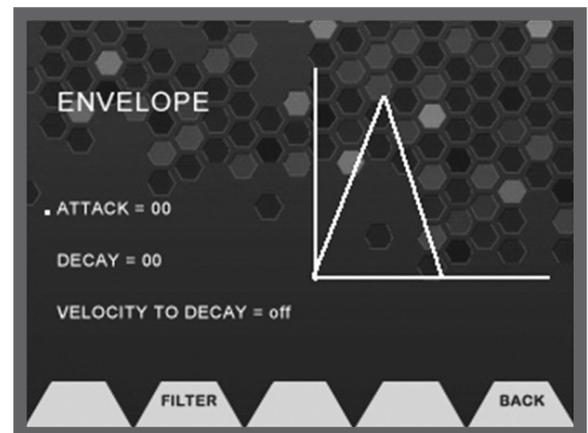
ADVANCED OPERATIONS

WHAT IS A DRUM?
In the context of the SD1250, a 'drum' is made up of a number of sounds. For example, the ride cymbal has three sounds, one each for the bell, bow and edge areas of the cymbal. A tom has two sounds, one when you hit the head and another when you hit the rim. The hi-hat has four sounds: open, half-open, closed and foot (or pedal). It's important to understand that these sounds are saved separately. So for the ride cymbal, if you change all three sounds, you will have to save them as three named sounds, e.g., john's bell 2, john's bow 2, john's edge 2. These sounds can then be used in other kits.

WHAT IS A SOUND?
A sound is a number of samples and a set of parameters that control the pitch, filtering, decay, and dynamic variance of those samples. Generally, there are multiple samples, switched by velocity plus 'round robin' samples, which reduces 'machine gunning' effects. (A sound is also sometimes referred to as a 'voice'.)

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 +/– 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 PRESET KITS
The Preset Kits can be edited and retained if you turn off the Preset Memory Protect function in the Utility mode (see page 25). These changes will be retained until you reset the module to factory settings.

SAVING YOUR KIT
1. From the main Kit page press the Save/Enter button.
2. You will see a screen where you can name your kit.
3. Use the Value dial to change the character and move to the next character with the cursor buttons.
4. Press the Save/Enter button.
5. You will come back to the Kit screen showing the User Kit you just saved.
6. You can go to the User kit by pressing the Function button (F3 User) and highlighting the kit you want to overwrite and then press the Save/Enter button to select it. (We recommend that when programming your own kits and sound, you copy one of the preset kits to the user kit area, then rename it. Then you can simply edit the mix, effects, drums, sounds and program settings for all the sounds contained in that kit and they will be automatically stored.)

Note: When saving Kits, any edits you make to the User drums will also be saved. This may overwrite any User drums that are used in the Kit.
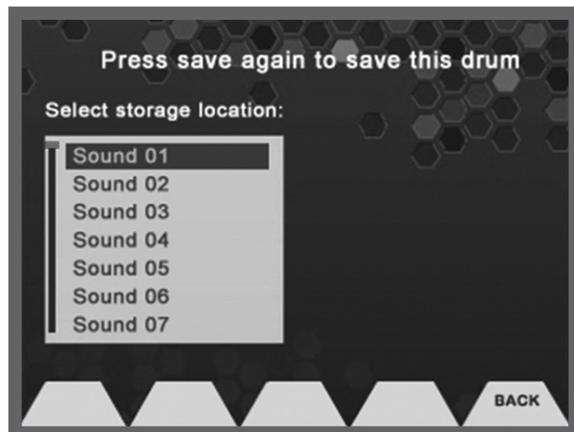
ADVANCED OPERATIONS

SD1250 FUNCTIONALITY - HOW TO PLAY THE KIT
The SD1250 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 its functions

SNARE AND TOM DUAL ZONES
The snare and toms all have dual zones. The module plays a different sound when you strike the head or the rubber rim section. This can useful for when you want an additional percussion sound readily available to play on the kit.

* Please Note: Not all preset Kits have the tom rims assigned.

CRASH AND HI HAT DUAL ZONES WITH CHOKE
The crash and hi-hat 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 crash from ringing when you grab the edge of the cymbal 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 SD1250's hi hat pedal is multi-positional. As you move your pedal with your foot you can change the hi hat cymbal sound to be open, semi-open (sizzle) 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.

SONG MODE
The song functionality in the SD1250 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 as either 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 SD1250 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), Precount. 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
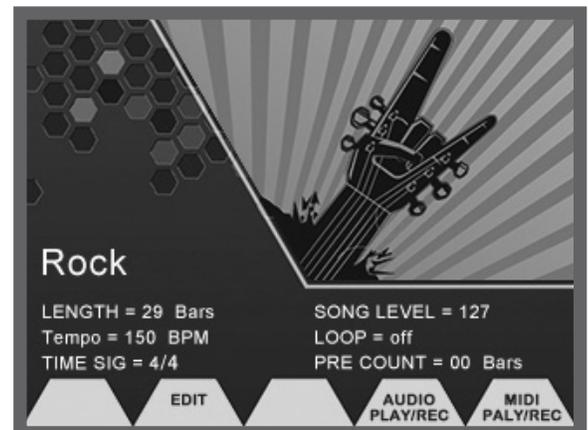
ADVANCED OPERATIONS

PLAYING AND RECORDING YOUR OWN DRUM SONGS
There are two ways you can record and playback your playing on the SD1250: MIDI or Audio. The audio mode requires a USB flash drive. The MIDI recorder will record to the internal memory of the SD1250.

MIDI PLAYBACK AND RECORDING
To enter the MIDI recorder function press SONG and then press the last Function button labeled "MIDI Play/Rec" (F5.) 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 function button (F2.) This will take you to the record setup screen with the following settings.

- Pattern: This selects the pattern position to record over.
- 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 bottom right of the module 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 SD1250.

PLAYING BACK AUDIO FROM A USB DEVICE
From the Main Song Mode display, press the Function button for Audio Play and Rec (F4.) 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.

ADVANCED OPERATIONS

RECORDING TO A USB DEVICE
1. Press the Record Function Button (F2). 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 Stereo 16-bit MP3 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 SD1250's USB to computer connection is used for two different operations. MIDI communications and Sample transfers.

MIDI
The SD1250 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 SD1250 as a trigger to MIDI device to play sounds on your computer or you can use the SD1250 module as a drum module from your computer MIDI software.

You can also use the MIDI In and MIDI Out jacks to connect to equipment. The SD1250 transmits and receives on MIDI Channel 10.

BLUETOOTH MIDI
The SD1250 supports Bluetooth MIDI connection to smartphones, tablets, and computers. Note that it doesn't include Bluetooth Audio, and the SD1250 won't show up in the "Settings" of your iOS device.

Here is how to enable Bluetooth.
1. Press the Bluetooth button on the SD1250. The button will begin to flash.
2. Open the app that you want to connect to and connect to Bluetooth MIDI. For example:
   a. In the Simmons Advanced app, click the gear in the center of the main screen and choose the SD1250 from the list.
   b. In Apple's Garage Band, click the gear on the top right corner, scroll to Advanced, click Bluetooth MIDI Devices, then select the SD1250.
   c. In macOS, open Audio MIDI Setup in Applications/Utilities, then click the Bluetooth icon at the top of the MIDI window.
   d. Windows computers require an additional app to connect to Bluetooth MIDI.
3. Once connected to your app or computer, the Bluetooth button will turn solid blue

SAMPLE TRANSFERS
The SD1250 can import up to 28Mb of 16Bit .wav files. To move .wavs into the SD1250, 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 SD1250. After transferring the sample you can assign the sample your own custom programs that can be played on the drums or cymbals.
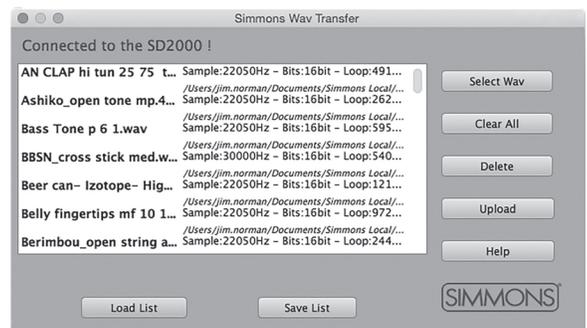
ADVANCED OPERATIONS

SAMPLE TRANSFERS
You will need the SD1250 WAV Transfer program to move audio files from your computer to the SD1250. You can download this software from Simmonsdrums.net. We strongly advise that you back up any User kits and sounds you want to keep before loading User samples.
1. Plug in the SD1250 into your computer via USB.
2. Launch the SD1250 WAV Transfer program. You should see the program indicate that you are connected to the SD1250's flash memory.
3. Select the .wav files you want to transfer to the module using the Select WAV button. You can transfer up to 28Mb of 16Bit .wav samples to the module.
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. Pulling the power cable before powering down normally may erase some User kits and sounds.

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

SAMPLE ASSIGNMENT
1. The easiest method to assign a sample to a pad is to press Edit, hit the pad, change "Category" to "Wave", and select your sample.
2. If you want to use multiple samples on a pad, select the Drum Function button. To do this, press Kit then F2 (Drum). Press the User Wave Function button (F3.)
3. Press the Edit Function button. This will take you to the Sample Assignment screen. Press Cursor Up and Down to move the cursor 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.

To see examples of file transfer and use, visit *simmonsdrums.net/videos*.

SAVING YOUR WAVE PROGRAM
1. From the sample assignment 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 User Wave Program screen.
6. You can press Select [F3] to choose a User Wave sound.

SIMMONS ADVANCED FOR iOS
A free iOS app is available for editing your SD1250, called "Simmons Advanced." Download it from Apple's app store. It provides editing functions, sample recording and editing, and song play-along features.
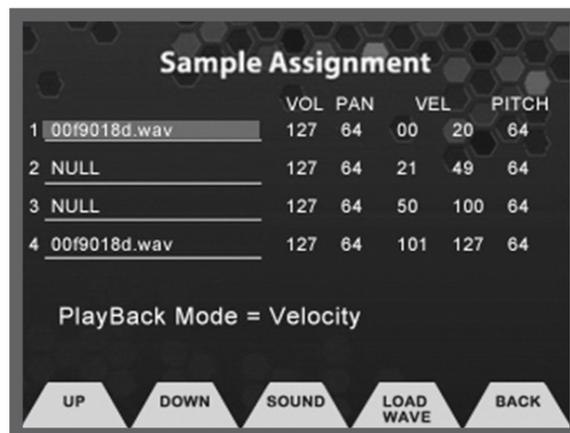
Please Note: If you delete your samples from the Utility Restore mode or Transfer more samples, the samples in the SD1250's memory will be overwritten.
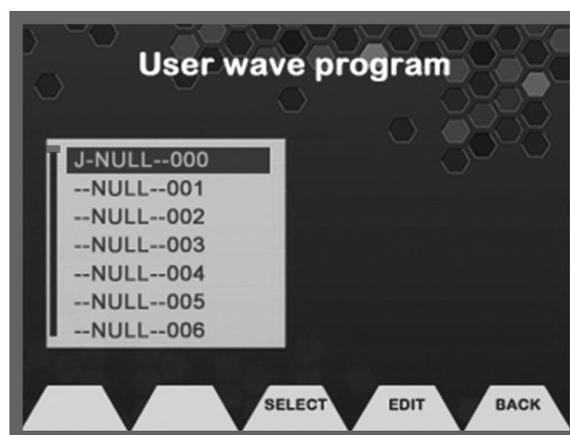
UTILITY MODE

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 recording to an external MIDI sequencer.
• MIDI Soft Thru- on/off: Turns the MIDI out into a MIDI Thru to daisy-chain several MIDI devices.
• Preset Memory Protect on/off: This protects the preset Kits from Modification. When set to OFF, you can save into the preset kit locations.

TRIGGER

The Trigger settings are optimized for the best playability for the SD1250. However some players will want different settings, add other brands of pads, or may place the drums on the rack in a different manner than the factory setup. In these cases, you may find it helpful modify the trigger 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 trigger 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 trigger 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 (GLOBAL):

• Follow Trigger - On/Off: This allows you to select the drum or cymbal to edit by striking it.
• Current Trigger: This allows you to manually select the trigger input for editing.
• 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. The range is 1 to 32.
• 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. The range is 0-50.
• Curve: These curves can be set per pad. Depending on your playing style you may want to use different curves for different drums and cymbals. There are four choices:
 **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 SD1250 has been designed to exactly match the signals produced by the SD1250 drum and cymbal pads. Triggering the SD1250 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 lower number can in most cases eliminate unwanted double triggering, although this may prevent intentional rapid playing such as a drum roll or flam. If you experience an unwanted double trigger, try reducing the default value (6 for most drums). The value 1 will prevent rapid triggers of 500ms or so, where the value 8 will let all triggers through no matter how close together they are.
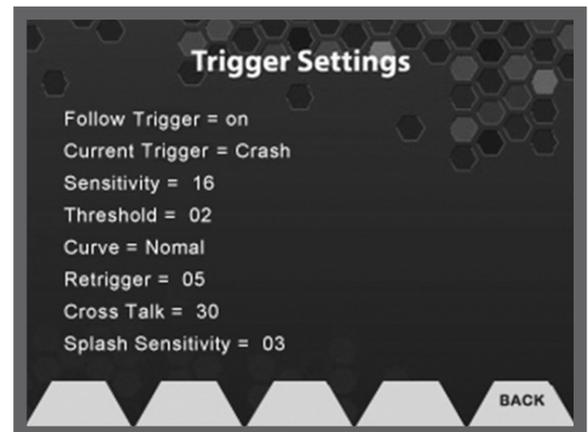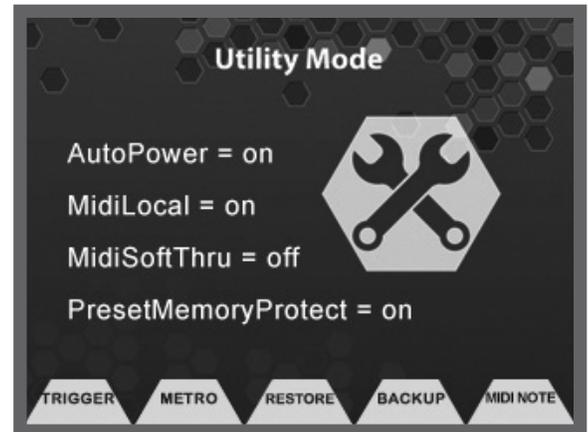
• Crosstalk - 0-75: When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk.) You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value 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.

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:Sets the BPM for the Metronome from 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.
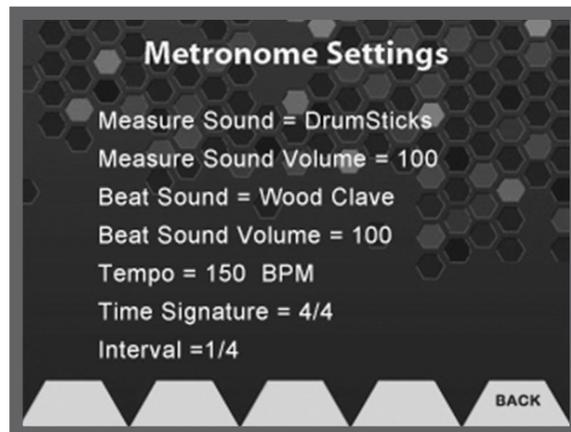
BACKUP AND RESTORE
- Restore to Factory: This will reset the module back to factory setup
- Clear User Programs: Clears any User Instruments that have been created.
- Clear User Samples: This will delete any user samples that have been imported into the flash memory.

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 (SOUNDS)
- Press [User Kit & Voice] button
- SAVE: Save all kit and voice sounds. Note that you can save as many sets of kits and sounds as you wish, depending on the storage size of your backup device.
- LOAD: Load all kit and voice sounds.

TO SAVE AND LOAD INDIVIDUAL USER KITS
- Press [Utility] button
- Press the [Backup] button
- Press the [Kit] button
- Press the [Save] button
- Select a kit that you would like to back up to USB from the list, then press the [Save] button again
- To load a kit, press [Load] instead of [Save] in the two steps above

UTILITY MODE

MIDI NOTE
The SD1250 sends MIDI note and controller data whenever you play a pad. MIDI is sent to the MIDI out, the USB connector, and to Bluetooth MIDI devices to control external sound sources and software.

Each pad and rim sends a MIDI note. Press UTILITY then F5 [MIDI NOTE] to see the note assignments. Play a pad to choose the MIDI note, or cursor to Pad and use the value knob. You can change these note values to any note number you like. The default MIDI note values are shown in the chart on the next page.

Some of the pads have additional parameters. The hi hat pedal sends a controller from closed to open, which is useful in some software. The default CC is 4, but you can change it to any value you like.
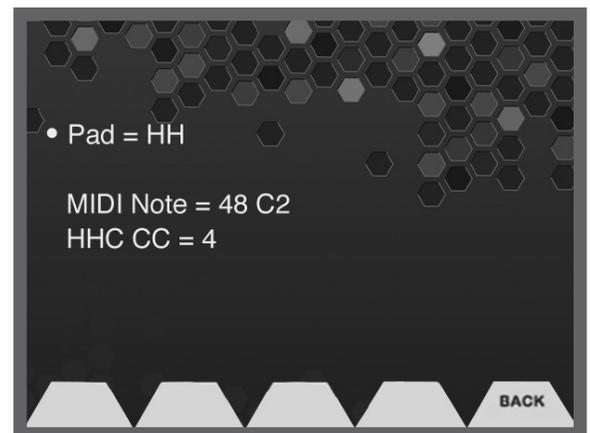
APPENDIX

MIDI NOTE ASSIGNMENTS

SD1250 Default Trigger to MIDI Note Chart

Part Name	MIDI Note (Dec)
SNARE	38
SNARE RIM SHOT	40
TOM1	48
TOM1 RIM	50
TOM2	45
TOM2 RIM	47
TOM3	43
TOM3 RIM	58
TOM4	41
TOM4 RIM	39
HH PEDAL	44
HH CLOSED BOW	42
HH OPEN BOW	46
HH CLOSED EDGE	22
HH OPEN EDGE	26
CRASH1 BOW	49
CRASH1 EDGE	55
CRASH2 BOW	57
CRASH2 EDGE	52
RIDE BOW	51
RIDE EDGE	59
RIDE BELL	53
KICK	36
HH HALF-OPEN BOW	86
HH HALF-OPEN EDGE	24
HHC SPLASH	85

APPENDIX

KIT LIST

Kit Order	Screen Name
1	Modern Maple
2	Heavy Rock
3	80's Pop
4	Birch Studio
5	Gated Drums
6	Bubinga
7	Classic Rock
8	Blues
9	Birch Latin
10	Bubinga Africa
11	Nashville
12	Modern Pop
13	Stadium Rock
14	Punk
15	Pop Life
16	Late Night
17	Get Loud
18	Solid Oak
19	Acrylic
20	Arena Rock 1984
21	Modern Metal
22	R'nB
23	Funk Rock
24	Hip Hop
25	Classic Funk

KIT LIST

Kit Order	Screen Name
26	Reggae
27	Jazz
28	Fusion
29	Jazz Brush
30	Maple Rutes
31	Rock Fusion
32	SDSV
33	Nails
34	Tekno
35	SDS7 Analog
36	House Kit
37	SDS9
38	Salsa
39	India
40	Junkyard
41	StreetBeat
42	West Africa
43	Far East
44	BeatBox
45	Brazil
46	Native American
47	Tribal
48	Chinese Dawn
49	Middle East
50	Heart of China

APPENDIX

DRUM SOUND LIST

Category	Screen Name
ACOUSTIC BASS DRUMS	
1	22x18 Map
2	22x18MDeep
3	22x18 Oak
4	20x14 Vntg
5	24x16 60's
6	24x14Steel
7	26x14Acylc
8	20x20Bubga
9	22x18 TM
10	24x16 KT
11	22x18 Brch
12	24x16 Nash
13	24x14 HMtl
14	Hip Hop
15	22x16Metal
16	22x14Gated
17	22x18 MM
18	R'nB
19	Concert
20	20x14 Vnt2
ACOUSTIC SNARE	
1	14x6 Maple
2	14x8 Mahg
3	14x5 Mple
4	14x5 SSM
5	14x5 VntMp
6	14x5 Brush
7	14.6.5 BB
8	14x5 LAL
9	14x5.5 Bch
10	13x7 Maple
11	Picc Urb

DRUM SOUND LIST

Category	Screen Name
ACOUSTIC SNARE	
12	13x5 Mple
13	14x5 Bnga
14	14x6MRoff
15	14x6 Metal
16	14x12 Mrch
17	14x5 Gtd
18	14x6MltRS
19	Birch RS
20	March RS
21	14x5 Mp RS
22	14x5 SM RS
23	13x7 Mp RS
24	13x5 Mp RS
25	14x5 VM RS
26	14x5 Mp RS
27	14.6 BB RS
28	14x5 AM RS
29	14x5 AL RS
30	14x5 Bb RS
31	14x6 Mp RS
32	14x6 Rt RS
33	14x8 AM RS
34	14x6 BM RS
35	March RS
36	PiccUrb RS
37	14x5 Gtd RS
38	14x8 DB RS
39	14x6MltCS
40	14x5 Mp CS
41	13x5 MP CS
42	14x6 MP CS
43	14x5 AL CS
44	PiccUrb CS

DRUM SOUND LIST

Category	Screen Name
ACOUSTIC SNARE	
45	14x5 Gtd CS
46	14x5 VM CS
ACOUSTIC TOM	
1	10" Oak
2	10" Maple
3	10" Bubnga
4	10" Bir PS
5	10" MpUrbn
6	10" Gated
7	10" SnglHd
8	12" Steel
9	12" Acrylc
10	12" Brush
11	12" Oak
12	12" Maple
13	12" Steel
14	12" Bubnga
15	12" Bir PS
16	12" HvyMtl
17	12" MpUrbn
18	12" SnglHd
19	12" Gated
20	12" L Mapl
21	12" Nash
22	13" Fnk MT
23	13" Vnt Mp
24	13" Nash
25	13" VntMPL
26	13" Brush
27	13" L Mapl
28	13" Fnk MT
29	13" HvyMtl

APPENDIX

DRUM SOUND LIST

Category	Screen Name
ACOUSTIC TOM	
30	14" 90sRKH
31	14" Acrylc
32	14" 90sRKL
33	14" Oak
34	14″ D Mapl
35	14" MpUrbn
36	14" Bubnga
37	14" Bir Ps
38	14" Maple Lo
39	16" VntMpl
40	16" Brush
41	16" L Mpl
42	16" Steel
43	16" Acrylic
44	16" MpUrbn
45	16" HvyMtl
46	16" Gated
47	16" Steel
48	16" Oak
49	16" VntMpl
50	16" Brush
51	16" Bubnga
52	16" BirPsL
53	16" SngH H
54	16" Fnk MT
55	16" Nash
56	18" 90sRk H
57	18" Acrylic
58	18" Fnk MT
59	18" 90sRk L
60	18" L Mpl
61	18" HvyMtl
62	18" Gated

DRUM SOUND LIST

Category	Screen Name
ACOUSTIC TOM	
63	18" Nash
64	18" SngH L
65	Tom Rim
66	8" BubDamp
67	10"BubDamp
68	12"BubDamp
69	14"BubDamp
70	16"BubDamp
71	18"BubDamp
72	909 Tom Hi
73	909 Tom Mid
74	909 Tom Low
CYMBAL	
1	16" P Bow
2	16" P Edge
3	18" P Chna
4	20" P Chna
5	16" S Bow
6	16" S Edge
7	18" S Bow
8	18" S Edge
9	18" S Evo
10	18" ZD Bow
11	18"ZD Edge
12	10" Z Splh
13	8" S SplhB
14	8" S SplhE
15	16″ PD Bow
16	16″PD Edge
17	18″ ZB Bow
18	18″ ZB Edge
19	18″ BrshBow

DRUM SOUND LIST

Category	Screen Name
HI-HAT	
1	15"P ClBow
2	15"P ClEdg
3	15"P OpBow
4	15"P OpEdg
5	15"P HOBow
6	15"P HOEdg
7	14"P Foot
8	14"S ClBow
9	14"S ClEdg
10	14"S Foot
11	14"S OpBow
12	14"S OpEdg
13	14"S HOBow
14	14"S HOEdg
15	14"S Splsh
16	14"BrClBow
17	14"BrClEdge
18	14"BrOpBow
19	14"BrOpEdge
20	14"BrHoBow
21	14"BrHoEdge
22	14"Z Foot
23	14"Z Splsh
24	14"Z ClBow
25	14"Z ClEdg
26	14"Z OpBow
27	14"Z OpEdg
28	14"Z HoBow
29	14"Z HoEdge
RIDE	
1	20" SzBrBell
2	20" SzBrBow

APPENDIX

DRUM SOUND LIST

Category	Screen Name
RIDE	
3	20" SzBrEdg
4	24" P Bell
5	24" P Edge
6	24" P Bow
7	20" S Bell
8	20" S Edg
9	20" S Bow
10	20" Z Bell
11	20" Z Bow
12	20" Z Edg
LATIN	
1	Agogo Hi
2	Agogo Lo
3	Bongo 7
4	Bongo Lg
5	Bongo 5
6	Bongo Sm
7	Cabasa
8	Cabasa med
9	Cajon 1
10	Cajon BD
11	Cajon 3
12	Cajon DgSl
13	Cajon 2
14	Cajon OT
15	Cajon Sp 4
16	Cajon SpD
17	Cajon FT
18	Cajon Bass
19	Cajon KB
20	Cajon Knkl
21	Cajon Dyn

DRUM SOUND LIST

Category	Screen Name
LATIN	
22	Campana Bt
23	Campana Op
24	Campana
25	Conga OpnD
26	Conga Slp
27	MaracaShk
28	MetalShkr
29	MetalShkr2
30	MtlShker
31	MtlShker2
32	MtlShkrLay
33	Conga Opn
34	CowbelMute
35	CB Mt2Opn
36	Shaker
37	Tmbl Hi RS
38	Timbale hi
39	Tmbl Lo Sd
40	Timbale Lo
41	Tumba DT
42	Tumba 8
43	TmbLo Dyn
44	Tumba 7
45	Tumba Dyn
46	Clave
AFRICA	
1	Afr Shkr 1
2	Bata It Lo
3	Bata ItDum
4	Bata ItSlp
5	Bata Ly Lo
6	Bata LyDum

DRUM SOUND LIST

Category	Screen Name
AFRICA	
7	Bata LySlp
8	Djembe DT
9	Djembe Dn
10	Djembe OS
11	Gana Drum
12	Kalimba Hi
13	Kalimba Md
14	Kalimba Lo
15	TDrum Slp
16	TDrm Boom
17	TDrm SlpBM
18	Tdrum Tap
19	Udu DumSO
20	Udu Dum
21	Udu Fngers
22	Udu Top
23	Udu Hard
24	Udu Soft
INDIA	
1	Apa Kalai 1
2	Apa Kalai 2
3	IndiaCnt 1
4	IndiaCnt 2
5	IndiaCnt 3
6	IndiaCnt 4
7	Gadasing 1
8	CadasingDb
9	Cadasing 2
10	India 1
11	India 2
12	India 3
13	India 4

APPENDIX

DRUM SOUND LIST

Category	Screen Name
INDIA	
14	India 5
15	India 6
16	India 7
17	India Loop
18	Tabla DGC
19	Tabla_DGEE
20	Tabla_DGMK
21	Tabla_DINM
22	Tabla_NAH
23	Tabla_NAL
24	Tabla_THMM
18	Tdrum Tap
19	Udu DumSO
20	Udu Dum
21	Udu Fngers
22	Udu Top
23	Udu Hard
24	Udu Soft
FOUND	
1	ABS Pipe1
2	ABS Pipe 2
3	BeatCymbal
4	CymbalStak
5	CymbStk Hi
6	AfriCan
7	Beer Can 1
8	Beer Can 2
9	Beer Can 3
10	Boat Horn
11	Chainlink
12	ChTrashCan
13	Chair 1

DRUM SOUND LIST

Category	Screen Name
FOUND	
14	Chair 2
15	Chair 3
16	Chair 4
17	Group Clap
18	Clown Horn
19	Dumpster 1
20	Dumpster 2
21	Dumpster 3
22	Bottle 1
23	Bottle 2
24	Bottle 3
25	Bottle 4
26	Bottle 5
27	Bottle 6
28	Bottle 7
29	Metal 1
30	Metal 2
31	Metal 3
32	Bucket 1
33	Bucket 2
34	Bucket 3
35	Pipes 1
36	Pipes 2
37	Pipes 3
38	Bench 1
39	Bench 2
40	TrashCan 1
41	TrashCan 2
42	TrashCan 3
43	TrashCan 4
44	TrashCan 5
45	P Bucket 1
46	P Bucket 2

DRUM SOUND LIST

Category	Screen Name
FOUND	
47	P Bucket 3
45	P Bucket 1
46	P Bucket 2
47	P Bucket 3
48	P Bucket 4
49	P Bucket 5
50	P Bucket 6
51	P Bucket 7
52	ShppingCrt
53	Dumpster
54	DrumSticks
MIDEASTERN	
1	Bendir 1
2	Bendir 2
3	Bendir 3
4	Bendir 4
5	Bendir 5
6	Darbuka
7	Darbka Opn
8	Finger Cym
9	FngrCym Hi
10	Mashar
11	Rig Dume
12	Riq Jingle
13	Tambourn
14	Turkish Lp
ORCHESTRAL	
1	Bell
2	Go Bell
3	Gong 1

APPENDIX

DRUM SOUND LIST

Category	Screen Name
ORCHESTRAL	
4	Gong 2
5	Orch Tutti
6	Tamb Slap
7	Tamb Shake
8	Trngle MT
9	Sleighbels
10	Tymp 1
11	VibraSlap
12	Whist Long
13	Whist Shrt
14	WoodBlock
15	WindChimes
BRAZIL	
1	Berimbu
2	Caixa Center
3	Caixa Clik
4	Caixa RS
5	Cuica Hi
6	Cuica Lo
7	Pandero
8	Pndero Slp
9	Surdo Lo
10	Surdo Med
11	Surdo Hi
ASIA	
1	Chn Gong 1
2	Chn Gong 2
3	Ching Lo
4	Ching
5	Gamelon 1
6	Gamelon 2

DRUM SOUND LIST

Category	Screen Name
ASIA	
7	Gamelon 3
8	Gamelon 4
9	Gamelon 5
10	Gamelon 6
11	Gamelon 7
6	Gamelon 2
7	Gamelon 3
8	Gamelon 4
9	Gamelon 5
10	Gamelon 6
11	Gamelon 7
12	Gamelon 8 C
13	Gamelon 9
14	Taiko 1
15	Taiko 2
16	Taiko 3
17	Tam Tam
NATIVE AMERICAN	
1	Cantaro
2	DeerSkin 1
3	DeerSkin 2
4	DeerSkin 3
5	HorseHide1
6	HorseHide2
7	HorseHide3
8	PuebloVox1
9	PuebloVox2
10	RainStick
11	RitualDrm1
12	RitualDrm2
13	RitualDrm3
14	Sheshone 1

DRUM SOUND LIST

Category	Screen Name
VOCALS	
1	Hah
2	Hey Oh
3	Hey
4	Hoo
5	Huh
6	Oh Yeah
7	Jam!
8	Chorus
9	Shhh!
10	Shout
11	Uno
12	Dos
13	Tres
14	Quartro
15	Cinco
16	Seis
17	siete
18	Ocho
19	Nueve
20	TurkFemale
21	Uhh
22	Woo
23	ZuniVox 1
24	ZuniVox 2
25	ZuniVox 3
E KICK	
1	LoFi Kick
2	SDSV Kick1
3	SDSV Kick2
4	SDSV Kick3
5	Tek Kick
6	SDS7 Kick1

APPENDIX

DRUM SOUND LIST

Category	Screen Name
E KICK	
7	SDS7 Kick2
8	SDS9 Kick1
9	UniVox Kik
10	909LongKik
11	808 Kick 1
12	808 Kick 2
13	SynSonxKik
14	BeatBoxKik
15	SDSIVKik 1
16	SDSIVKik 2
17	SDSIVKik 3
18	SDSIVKik 4
19	SDSIVKik 5
20	SDSIVKik 6
21	Tekno Kik
22	Acid Kick
23	FuziBusKik
24	SubKick
E SNARE	
1	BeatBox Sn
2	BeatBox CS
3	BeatBox RS
4	LoFi Snare
5	LoFi Sn CS
6	LoFi Sn RS
7	SDS7Snare5
8	SDS7Snare2
9	SDS7Snare3
10	SDS7Snare4
11	909 Snare
12	808 Snare

DRUM SOUND LIST

Category	Screen Name
E SNARE	
13	SDSVSnare1
14	SDSVSnare2
15	SDSVSnare3
16	SDSVSnare4
17	SDSVSnare5
18	78 Snare
19	Tek Snare
20	909 Snare
21	UniVox Sn
22	SDS9 Sn 1
23	SDS9 Sn 2
24	SDS9 Sn 3
25	SDS9 Sn 4
26	SDS9 Sn 5
27	SDS9 Sn 6
28	SDS9 Sn 7
29	SDS9 Sn 8
30	SDS9 Sn 9
31	SDS9 Sn10
32	909NoNoise
33	SynSonSnr
34	Hip Hop 1
35	Hip Hop 2
36	Hip Hop CS
37	R'nB Snr
38	R'nB CS
39	909 Rim
E TOM	
1	CR78TomHi+
2	CR78Tom Hi
3	CR78Tom Md

DRUM SOUND LIST

Category	Screen Name
E TOM	
4	CR78Tom Lo
5	LoFiTom Hi
6	LoFiTom Md
7	LoFiTom Lo
8	LoFiTomMLo
9	SDS7 Tom 1
10	SDS7 Tom 2
11	SDS7 Tom 3
12	SDS7 Tom 4
13	SDS7 Tom 5
14	SDS7 Tom 6
15	SDS7 Tom 7
16	SDS7 Tom 8
17	SDS7 Tom 9
18	SDS7 Tom10
19	SDS7 Tom11
20	SDSV Tom 1
21	SDSV Tom2
22	SDSV Tom3
23	SDSV Tom4
24	SDSV Tom5
25	Tekno Tom1
26	Tekno Tom2
27	Tekno Tom3
28	SDS9 Tom 1
29	SDS9 Tom 2
30	SDS9 Tom 3
31	SDS9 Tom 4
32	SynSonxTom
33	808 Tom Hi
34	808 Tom Md
35	808 Tom Lo
36	BeatBoxTm1

APPENDIX

DRUM SOUND LIST

Category	Screen Name
E TOM	
37	BeatBoxTm2
38	BeatBoxTm3
39	BeatBoxTm4
40	BeatBoxTR1
41	BeatBoxTR2
42	Tek Tom Hi
E HI HAT	
1	808HHCld
2	808HHOpn 1
3	808HHOpn 2
4	808HHOpn 3
5	808HHOpn 4
6	SDSV HHPed
7	SDSV HHOpn
8	SDSV HHCl
9	HipHop Cl
10	HipHop Opn
11	R'nB Open
12	R'nB Clsd
13	LoFi HH Cl
14	LoFi HH Ft
15	LoFi HH Op
16	E Hi Hat
17	SDS7HH Cl
18	SDS7HH Op
19	SDS7HH Pd1
20	SDS7HH Pd2
21	TekHH Cl
22	TekHH Op
23	UniV HH Cl
24	UniV HH Op
25	BtBoxHH Op

DRUM SOUND LIST

Category	Screen Name
E HI HAT	
26	BtBoxHH Cl
27	BtBoxHH Pd
28	SynSonxHH
E CYMBAL	
1	SDS7 CR 1
2	SDS7 CR2
3	SDS7 CR3
4	CR78 Cym
5	Ride EFX
6	808 Cym
7	SDS7Ride 1
8	SDS7Ride 2
9	SDS7Ride 3
10	SDS7Ride 4
11	SDS7Ride 5
12	SDS7 Cym
13	SDSV Cym 1
14	SDSV Cym 2
15	SDSV Cym 3
16	SDSV Cym 4
17	SDSV Cym 5
18	SDSV Cym 6
19	E Cymbal 1
20	E Cymbal 2
21	E Cymbal 3
22	E Cymbal 4
23	909 Ride
24	808 Cym
25	909 Crash
26	BtBox Cr 1
27	BtBox Cr 2
28	BtBox RD 1

DRUM SOUND LIST

Category	Screen Name
E CYMBAL	
29	BtBox RD 2
30	CR78ModCym
E PERC	
1	SDSVNseClp
2	CR78 CB
3	ClapTrap 1
4	ClapTrap 2
5	ClapTrap 3
6	ClapTrap 4
7	808Hi Cnga
8	808MdCnga
9	808LoCnga
10	909 Clap
11	Spa Clap
12	SteelRttle
13	HumanGltz
14	SteelPkr
15	SteelSwarm
16	MapleSavge
17	TerrorStke
18	Cymbalzer
19	PoundSlap
20	NastyKick
21	EatBrain
22	GravelBub
23	Pic Animal
24	HH Bubb
25	DstortRngr
26	SSMachine
27	BassRatle
28	BassRatMid
29	BassRatLo

APPENDIX

DRUM SOUND LIST

Category	Screen Name
E PERC	
30	SSRattle
31	AcidLaser
32	Club Hit
33	Club Stab
34	BassRumb
35	KnarlBass
36	RadBass
37	Spirlis
38	SubImpkt
39	Trumble
40	SD Noise
41	SDEndpitch
42	SDLoPitch
43	SDTonite
44	SDMidPitch
45	SDTurn
46	SDMatrix
47	SDSIV Xpln
48	SD Noise 1
49	SD Noise 2
50	SD Noise 3
51	SD Noise 4
52	SD Noise 5
53	SD Noise 6
54	SD Rez TM
55	SD LoRez
56	SD Xplsn
57	SD Shrt Tm
58	SD LoREzTm
59	SineSub
60	MatrixGens

DRUM SOUND LIST

Category	Screen Name
PHRASE	
1	EP Chord
2	HornHit
3	GTRLPDist1
4	GTRLPDist2
5	GTRLPDist3
6	GTRLPDist4
7	GTRLPDist5
8	GTRLPDist6
9	GTRLPDist7
10	Slap Bass 1
11	Slap Bass 2
12	Slap Bass 3
13	Slap Bass 4
14	Slap Bass 5
15	Slap Bass 6
16	Wah Gtr
17	Scratch 1
18	Scratch 2
19	Scratch 3
20	Scratch 4
21	Scratch 5
22	Funk Gtr 1
23	Funk Gtr 2
24	Funk Gtr 3
25	Funk Gtr 4
CHINESE	
1	zhongguodagu
2	ChaoXianGu1
3	DaGu1
4	DaGu2
5	LongZhouGu2
6	XiaoTangGu6

DRUM SOUND LIST

Category	Screen Name
CHINESE	
7	bangzi
8	tanggu
9	muyu-1
10	muyu-2
11	pengling
12	BangZi2
13	TangGu2
14	MuYu-5
15	XiangBan1
16	YunLuo1
17	paigu-Low
18	paigu-Med
19	paigu-Hi
20	XiaoGu2
21	XiaoGu3
22	PaiGu1
23	PaiGu2
24	PaiGu3
25	PaiGu4
26	XiangJiaoGu1
27	XiangJiaoGu2
28	XiaoTangGu
29	XiaoTangGu0
30	daluo-Med
31	daluo-Hi
32	ZG32DaBo-Low
33	ZG32DaBo-Hi
34	ZG32XiaoBo
35	ZG32XiaoLuo-Lo
36	ZG32XiaoLuo-Hi
37	KaiCha2
38	DaBo
39	DaCha
40	DaLuo2

APPENDIX

DRUM SOUND LIST

Category	Screen Name
CHINESE	
41	ShouCha
42	Bo1
43	XiaoCha1
44	XiaoCha2
45	JingJuDaLuo
46	JingJuXiaoLuo
47	Bo2
48	PengLing2
49	Luo1
50	ZG32XiaoBo2
51	XiaoLuo-L2
52	XiaoLuo-H2
53	Luo2
54	XiaoCha4
55	Luo3
56	Luo4
57	jingjuM
58	Meilanfang

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		
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 Channel	Default 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	
After Touch		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: Common:	Song Position Song Select Tune	X X X	X X X	
Aux: Messages:	Local on/off All Notes Off 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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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.

HAVE QUESTIONS?

MISSING — OR — DAMAGED PARTS?

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