SIMMONS

ELECTRONIC DRUM KIT WITH MESH HEADS

**TITAN
20**

SimmonsDrums.net

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 (Figure 1).

Figure 1

13. Unplug this apparatus during lightning storms or when unused for a long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

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

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

CONGRATULATIONS!

...on your purchase of this **Simmons Titan 20** Electronic Drum Kit. To get the most enjoyment from this kit, we recommend that you skim through this manual at least once, then refer back to it to learn more about specific functions.

CARING FOR YOUR TITAN 20 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 Titan 20 is not in use.
• The AC adapter should be unplugged from the AC outlet if the Titan 20 is not to be used for an extended period of time.
• Avoid plugging the AC adapter into 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 Titan 20 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 Titan 20 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.

TABLE OF CONTENTS

FINAL ASSEMBLED KIT

FEATURES

TITAN 20 SOUND MODULE GENERAL FEATURES POLYPHONY
• Voices - 32

SOUND
• Drum Voices - 103
• Drum Kits - 10 Preset / 1 User
• Songs - 3 Preset / 1 User

EFFECTS
• Reverb - Hall1, Hall2, Room1, Room2, Room3, Stage1, Stage2, Plate, Delay, Echo

TRIGGER INPUTS
• 1 x Kick, Single Zone
• 1 x Snare, Dual Zone
• 3 x Toms, Single Zone
• 1 x Hi-Hat, Single Zone
• 1 x Ride, Single Zone
• 1 x Crash, Single Zone

HARDWARE
• Drum Rack and Mounts
• Kick pedal / Trigger Module
• Hi-Hat pedal
• 8" Dual Zone Mesh Snare Pad
• 8" Single Zone Tom Pads (x3)
• 10" Single Zone Hi-Hat Cymbal Pad
• 10" Single Zone Crash Cymbal Pad
• 10" Single Zone Ride Cymbal Pad

EXTERNAL CONNECTIONS
• ⅛" Headphone Output
• 2 - ¼" Master Outputs
• ⅛ " Stereo Aux Input
• USB Connection for MIDI via computer

SEQUENCER
• Preset Songs - 10
• User Songs - 1
• Tempo - 20-240 BPM
• Click/Metronome - Click Voice

POWER
• Power: 9v, 600ma

DIMENSIONS
• 39" H x 43" W x 26" D (approximate assembled dimensions)

WEIGHT
• 32.4 Lbs / 14.7 Kg

ASSEMBLING YOUR KIT

INSIDE THIS PACKAGE

Before assembly, please make sure that all the items listed below are present.

Cymbals

Single Zone 10" Ride Cymbal Pad — TSCYM10S

Single Zone 10" Crash Cymbal Pad — TSCYM10S

Single Zone 10" Hi-Hat Cymbal Pad — TSCYM10S

Accessories

AC Adaptor

Multi-pin Cable Harness

Drum Key

1 L-Rod for Snare Pad

10 Hook-and-Loop Cable Strips

1 Pair Drumsticks

Hi-Hat Arm (Short)

2 Cymbal Arms (Long)

Drum Pads

Dual Zone 8" Snare Mesh Drum — T20PAD8D

Single Zone 8" Tom Mesh Drums — T20PAD8

Kick Pad

Bass Drum Pad & Pedal — T20KPDL

Hi-Hat Pedal

Foot Controller — T20HHC
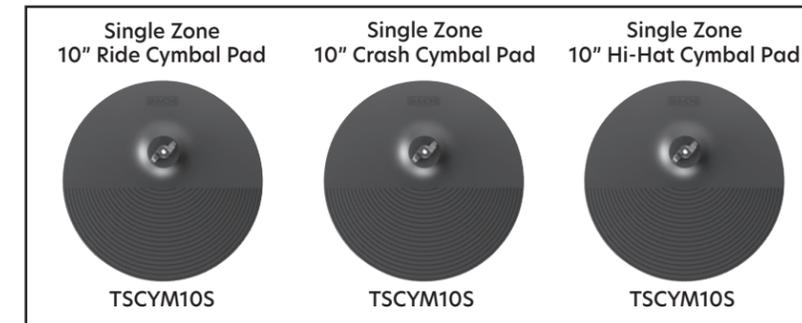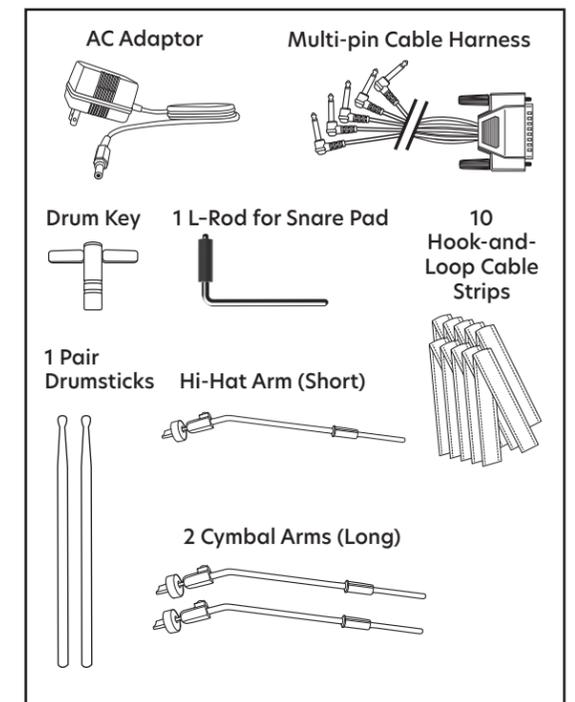
Drum Rack

T20RK
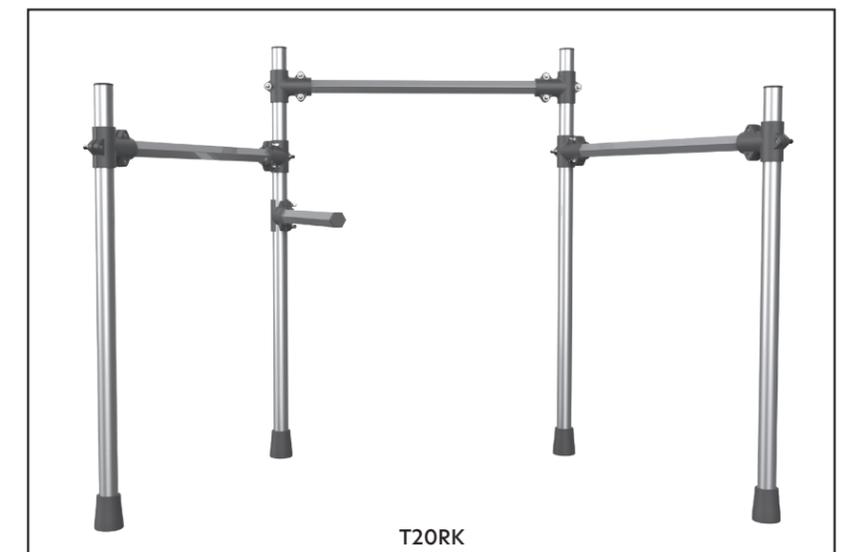
Drum Module & Tablet Shelf

T20M

ASSEMBLING YOUR KIT

STEP 1 - DRUM RACK

The Drum rack will be partially assembled in the box.

Remove the drum rack components from the box. The rack is in three components:

One component is shaped like an "h", and the two vertical posts have feet on the bottom. This is the right side of the rack. The taller post should be on the inside edge.

The second component looks the same, but it has an additional arm attached. This is the left side of the rack. Again, the tall post (with two arms attached) faces the inside of the rack.

Finally, there is one long bar with three clamps attached. This is the center of the rack, and it joins the other two together.

Insert the long bar between the two other components. The clamps on this bar should face away from the drummer. Tighten the connecting clamps until the rack is stable.

STEP 2 - ATTACH CYMBAL ARMS

Insert each cymbal arm into the rack clamp. Insert (Long) hi-hat arm on the left-side rack arm's cymbal clamp. Slide the hi-hat arm through the plastic sleeve to adjust the height.

STEP 3 - ATTACH CYMBAL PADS

Place the cymbal pads on the tilter assemblies. Put the felt on next, then screw down the cymbal nut to attach.

STEP 4 - ATTACH DRUM MODULE

Loosen the wing screw on the module mount located on the crossbar. Place the drum module into the drum clamp. Tighten the wing screw to secure the module.

ASSEMBLING YOUR KIT

STEP 5 - POSITION PEDALS & ATTACH DRUM PADS

Place the hi-hat pedal on the floor and to the left, as illustrated below. Place the bass pedal on the floor in the center of the rack as illustrated.

Loosen the wing screws on the drum mount clamps then place the tom pads into the mounts and tighten the wing screws.

Place the L-rod into the clamp on the short arm. Insert this L-rod into the snare drum pad and tighten the wing nut on the bottom.

STEP 6 - CONNECT MODULE TO THE PADS

Using the provided cables, connect the ¼" jacks to the corresponding drum pads, cymbal pads and kick pad. (Cables are marked accordingly, see diagram on next page). The 25-pin connection will attach to the port on the bottom of the sound module. Use the included hook-and-loop cable strips to retain cables to the rack.

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'.
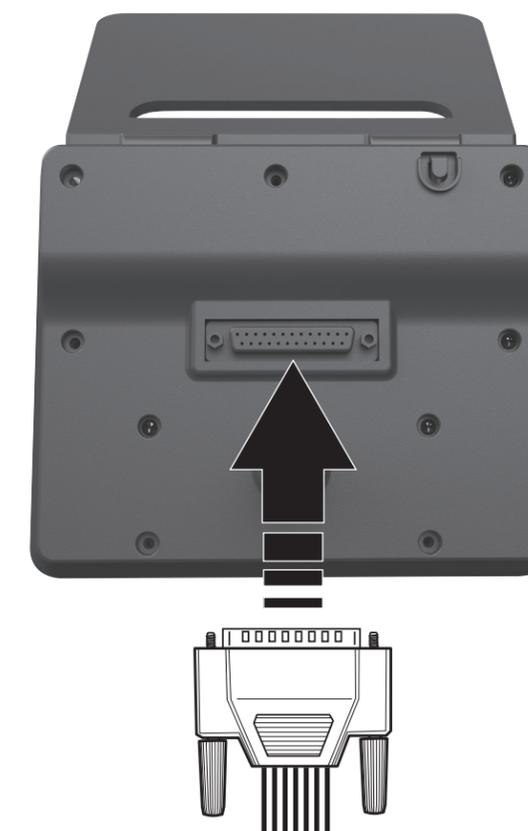
CONNECTIONS

CONNECTING THE PADS

CAUTION!
To prevent electric shock and damage to the device, make sure the power is switched OFF on the sound module and all related devices before making any connection.


From Sound Module to 7 Pads

To Crash
To Tom 1
To Tom 2
To Ride
Sound Module
To Hi-Hat
To Tom 3
To Snare
To Hi-Hat Pedal
To Kick
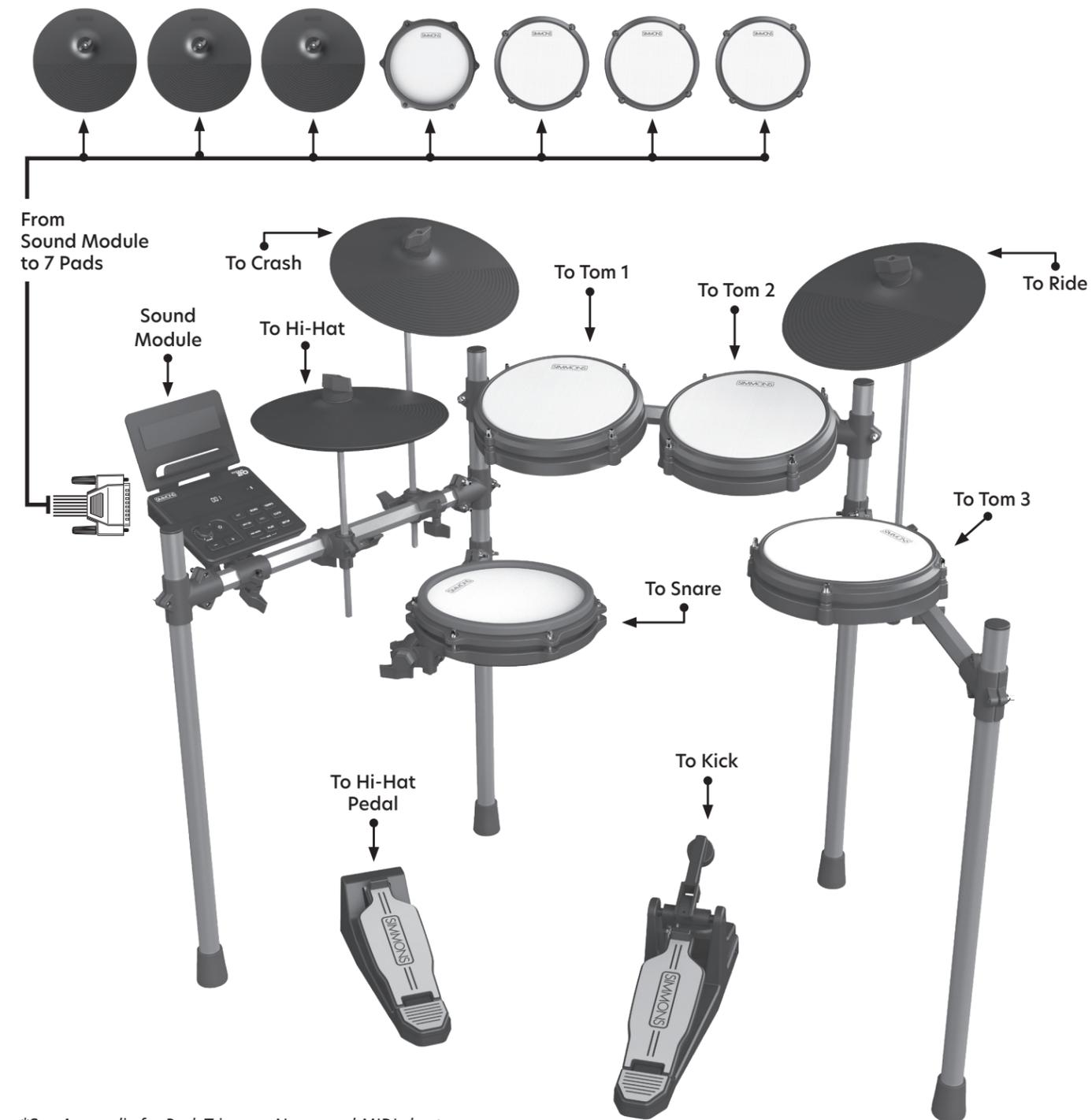
See Appendix for Pad, Triggers, Name and MIDI chart.

CONNECTIONS

CONNECTING THE POWER SUPPLY

Connect the AC power adapter to a wall as shown in this illustration. Under the module, there is a hook that you can run the power cable through for added strain relief.

AC Power Socket
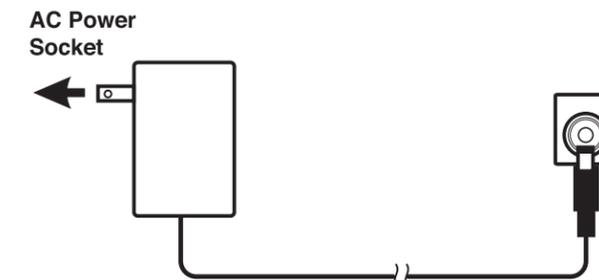
CONNECTING EXTERNAL AUDIO DEVICES

The audio output from an external source can be connected to the AUX INPUT jack on the rear panel and mixed with the sound of the drum module. This is ideal if you want to play along with songs or follow an audio drum tutorial on your smartphone or tablet. The volume of the external signal is controlled on that device.

AUDIO DEVICE
AUX INPUT

USB AUDIO AND MIDI CONNECTION

The USB connector allows you to connect the module directly to your computer. It can be connected without driver installation under the Windows & macOS environment. The module will be recognized to receive and transmit Audio and MIDI messages through a single USB cable, The Titan 20 module will appear as "Titan 20" in the USB device options of your software.

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

You can also connect to a computer or mobile device using Bluetooth Audio or Bluetooth MIDI. See page 20 for instructions. (*USB cable not included*).

USB
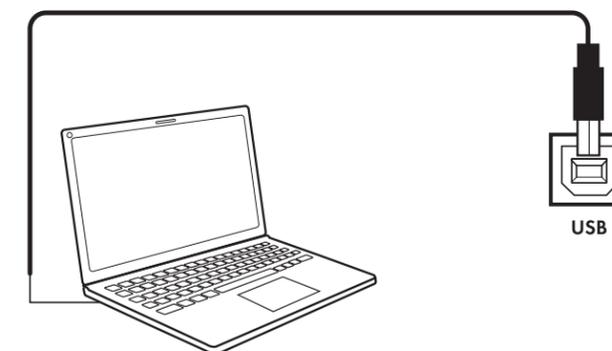
CONNECTING HEADPHONES

Your headphones can be connected to the Titan 20 module. The headphone jack is located on the front left side of module. Use the MASTER VOLUME knob to adjust the headphone volume.
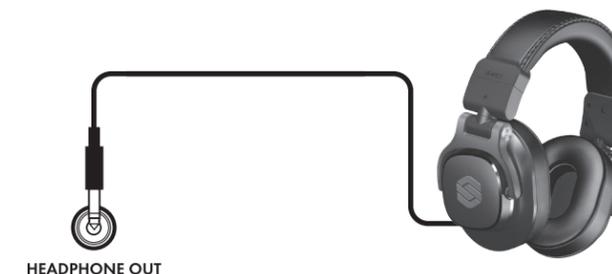
HEADPHONE OUT

TITAN 20 DRUM MODULE OPERATION

TOP PANEL

TITAN 20 DRUM MODULE OPERATION

TOP PANEL

1. **Power Button:** Switches the module on and off.
2. **Volume Knob:** Controls the level of the headphone and line outputs.
3. **+ / - Buttons:** These buttons change values depending on the mode. The default is changing Kits in Kit Mode.
4. **LED Display:** This shows the currently selected Kit, Song, or value.
5. **Bluetooth Indicator:** This LED turns on when a Bluetooth connection has been established.
6. **Kit Button:** Press this button and then + and – to change to a different drum kit.
7. **Song Button:** Press this button and then + and – to select a song for playback or recording. Press and hold this button to enter Practice Mode.
8. **Tempo Button:** Press this button and then use + and – to set the tempo of the song or metronome. Tap this button in rhythm to automatically set the tempo. The Tempo light will flash at the currently-selected tempo.

9. **Edit/Sel Button:** Press this button to edit the drum kit.
10. **Rec Button:** Press this to start recording your playing to the User song.
11. **Click button:** Press this to turn on the metronome.
12. **Mix/Mute Button:** Press this to change the volume or pan of the drums. Press and hold to mute the drum part during song playback.
13. **Play Button:** Starts playback of the currently-selected song. Press both Mix/Mute + Play to save your drum kit to the user kit.
14. **Setup Button:** Press this to adjust trigger and MIDI functions.

LED DISPLAY

The buttons on the module indicate the KIT or SONG mode status. When Kit mode is selected, that button lights up and the current kit number is shown in the display. When Song is selected, that button lights up and the song number appears in the display.

TITAN 20 DRUM MODULE OPERATION

REAR PANEL

1. **Trigger Input Jacks**
   The included multipin cable connects the pads and the pedals to the module.
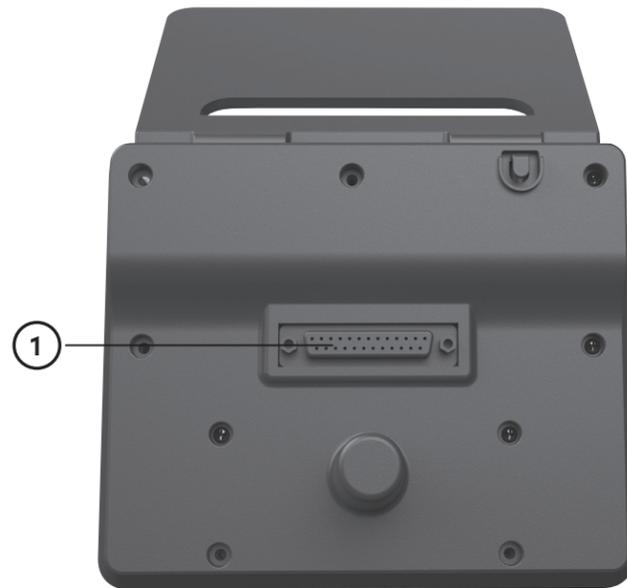
BACK PANEL

1. **AC Adapter Input**
   Connection for the included 9V DC power adapter.

2. **USB Port**
   Used for connecting the Titan 20 module to a computer.

3. **AUX Input**
   Stereo ⅛" jack to connect external audio devices to module.

4 **Output**
   ¼" stereo audio outputs to connect to external audio sources.

5. **Headphones (on left side panel)**
   Connect a pair of stereo headphones to practice quietly.

6. **Tablet Shelf**
   The included shelf supports a smartphone or tablet for displaying videos or apps while you play along. The shelf clicks in place on the back of the module, and can be removed when not in use. The padded back and bottom help to keep you device in place during a performance.
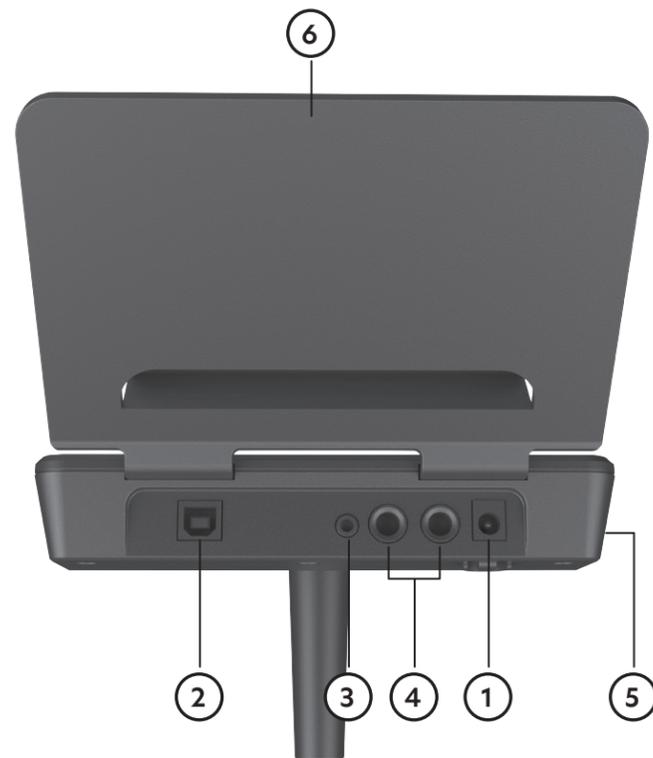
GETTING STARTED

SWITCHING THE POWER ON

1. Connect the AC Adapter to the drum module.

2. Press the power switch on the front panel to turn on the module.

NOTE: There is an automatic power off function that can turn off the module when the kit is not being used for a certain period of time. The default setting is Always ON. You can change this setting by holding down the [KIT] button for two seconds. This will disable the auto power off function. Press and hold the [KIT] button again to switch it back on.

BASIC OPERATION AND NAVIGATION

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

1. Select the parameter to be adjusted.

2. Adjust the value using [-] / [+] buttons.

KIT MODE

SELECTING A KIT

Entering KIT Mode

1. Press the [KIT] button. The button lights up and the LED displays the current Kit number.

2. Press the [–] / [+] buttons to select a preset or user kit.

EDITING A DRUM SOUND

The drum kits of the module can be modified from the factory presets. For example, you can change the snare drum sound for a kit. See the steps below on how to change the sound of each pad.

1. Press the [KIT] button.

2. Press the [EDIT/SEL] button to see the current voice - the default is the Snare pad.

3. Strike a drum pad to view the Voice currently assigned.

4. Press the [-] / [+] buttons to change the assigned voice. A list of drum sounds is at the end of this manual.

5. To save this kit to the user kit location, press the [MIX/MUTE] and [PLAY] buttons.

EDITING THE DRUM MIX

You can also change the mix, pan, and effects send for each of the drum pads.

1. Press the [KIT] button.

2. Press the [MIX/MUTE] button. There are four settings you can change:

    "LEL": Volume Level. This changes the volume of the selected drum pad.

    "PAn": This changes the position between the left and right speaker. "L63" is full left, "C" is center, and "r63" is full right.

    "rES": **Reverb Send.** This is the amount of reverb for the selected pad. Both the Reverb Send and Reverb Level need to e turned up to hear the reverb effect.

    "rEL": **Reverb Master Level.** This is the overall reverb level for the kit.

3. Once you've selected the parameter to change, use the + and – buttons to edit the value.

4. To save this kit to the user kit location, press the [MIX/MUTE] and [PLAY] buttons.

SONG MODE

SELECTING A SONG

1. Press the [SONG] button. The button lights up and the LED displays the current Song Number.

2. Press the [–] / [+] buttons to select the song you want to play.

PLAYING A SONG

1. Press [PLAY] to play a song.

2. Press the [PLAY] button again to stop playback of the song.

NOTE: You can temporarily change the tempo of a song while playback is in progress by using the [TEMPO] and [–] / [+] buttons. The song returns to its default tempo when a different song is selected.

MUTING THE DRUM PART

1. While a Song is playing press and hold the [MIX/MUTE] button. This will mute the drum sound. The screen will show the mute status "On" or "Off"

2. To unmute the Drums press and hold [MIX/MUTE] again.

CHANGING THE SONG MIX

While in song mode, press the MIX button to adjust the mix between the drums (either prerecorded or your own playing) and the other instruments.

1. Press MIX. The display will show something like "5.5", which means that there is a 50%/50% mix between the drum and the other instruments.

2. While in this MIX screen, press + to increase the level of the drums and decrease the level of the band. Press – to decrease the level of the drums/increase the level of the band.

RECORDING A SONG

1. Press the [REC] button. Recording will start after you hear one bar of metronome clicks.

2. Press the [REC] button again to stop recording. After you have stopped recording, press the [PLAY] button to play back your recording. Press [PLAY] one more time to stop playback.

CLICK (METRONOME)

The Click is the metronome. The click can be played during a song in song mode or on its own.

Press [CLICK] button to start and stop the metronome.

1. To change the time signature, press and hold the [CLICK] button for 2 seconds.

2. Press the [-] / [+] buttons to select the time signature that you want. Available choices are: ¼, ²⁄₄, ¾, ⁴⁄₄, ⁶⁄₄, ³⁄₈, ⁶⁄₈, and ¹²⁄₈.

3. To adjust the tempo of the click press the [TEMPO] button and use the [-] / [+] buttons to adjust.

4. You can also adjust the tempo by using the "TAP" function. Press the [TEMPO] button at the tempo you want to hear the click. The new tempo will be set automatically.

PRACTICE MODE

Press and hold SONG to enter Practice Mode. Practice mode has the goal of making you a more accurate drummer. It plays backing tracks while you play along while measuring your timing accuracy on the quarter note (usually kick and snare.)

When in Practice Mode, the LED display shows an indication of whether you are playing on, before, or after the beat. See the guide below.

If your playing is slightly late (behind the beat) you might see "-]-" in the display. If your playing was ahead of the

beat (early), you might see "-[-". The display is only active for the quarter note downbeat on kick and snare. If you are 100% accurate for that quarter-note beat timing, you will see "-[ ]-" in the display each time. Playing at 99% might show indicators to the left, and 101% would show indicators to the right.

As the difficulty moves up, you need to be even more accurate. Perhaps 99.5% accuracy would be enough to register "slightly early" instead of "on time."

| Very Early | Early | Slightly Early | On Time | Slightly Late | Late | Very Late |

To use Practice Mode:

1. Press and hold the SONG button to enter practice mode. The display will briefly read "Pct."

2. Press + or – to select one of the Practice songs: P01, P02, or P03. Press Edit to change other settings.

3. Press Play. There will be a 1-bar intro that plays the click. Then the accompaniment song begins and it starts listening for your playing. Practice Mode listens only on the quarter note beat. Each beat is scored using the Practice Meter described above.

4. When finished, press the Play button again. The final percentage score is shown on the display: "92" means 92% accurate.

When in Practice Mode, press **EDIT** to select and then edit one of the following settings:

"dIf": Difficulty
This setting decreases the timing range that is acceptable for being played "on time." 1 is the easiest mode where 3 is the most difficult. You need to be very precise to get 100% accuracy in difficulty level 3.

"tps": Tempo Shift
When this is switched on, the tempo will accelerate in the fourth bar of the cycle, then the tempo will be +5 bpm for the next three bars. Then it will accelerate again, landing on another tempo that is +5 bpm for the next three bars. The cycle goes: regular tempo, +5, +5, -5, -5 (regular tempo), -5, -5, +5, then repeats.

"typ": Type

There are 6 practice modes:

1. Click: Play along with the band and the click.

2. NoClik: Play along with the band but no click

3. NoClik3/1: Play along with the song. The click will play for three bars, then the click and band will be silent for one bar. (See figure below)

4. NoClik1/1: The click will play for one bar, then the click and band will be silent for one bar

5. NoClik1/3B: The backing track and click will play for one bar, then the click and band will be silent for one bar. On bar three, only the bass part will come back. Then it will be silent for one more bar, then repeat to the beginning.

6. NoClik1/3: The band and click play for 1 bar. Then there are three bars of silence, then it repeats.

Press the Mix button in practice mode to change the balance between your drums and the "band" backing you up. The works the same as Song mode, see previous section for details.

1-Bar count in   **Click plays for three bars, silent for one bar, then repeats**

SETUP MODE

The Setup mode is for functions of the module that are common to each kit such as trigger setup for the pads and MIDI settings.

1. Press the SETUP button until you see the parameter you wish to change. See below for a list of parameters and their definition.

2. Strike the drum pad you want to edit to view the setting currently assigned

3. Press the [-] / [+] buttons to change the parameter setting.

If you want to return to factory settings, perform a Factory Reset on your drum module. (See page 20)

SETUP PARAMETER DEFINITIONS

"thr": 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 peripheral vibrations from another pad.

"Cur": Trigger Curve
This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible. If you feel like you need to hit the pads too hard to make a sound, try setting the curve to "Esy" (easy). The values are: "nor" = normal, "dyn" = dynamic, "Esy" = easy, "Fid" = fixed.

"r-C": Retrigger Cancel
Retrigger Cancel prevents retriggering from occurring. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums is played fast (like during a drum roll). Set this to the lowest value possible while still ensuring there are no repeated hits or double-triggers.

"tAL": Pad Crosstalk
When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally, this is called crosstalk. You can avoid this problem by adjusting Crosstalk 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. Setting the value too low may result in crosstalk.

"SEn": Pad Sensitivity
This control changes the input level of the trigger. Turn this level lower, and it will take more force to play the drum at its highest dynamic. Turn it higher, and it will take less force to play the highest dynamic.

"not": MIDI Note
When using the Titan 20 with MIDI synths or software, each pad you hit sends a MIDI note message. The default MIDI note numbers are shown in the chart to the right. However, you may have software with a different arrangement of MIDI notes. To change the note number the module sends

when you play a pad, select this parameter, hit a pad, then use the + and - buttons to change the new note number.

"LoC": MIDI Local Control.
If this parameter is changed to off, playing the pads won't trigger sounds in the module. Only the MIDI input triggers these sounds. This may be useful if recording the kit using DAW software, so that sounds aren't triggered twice.

"bLE": Bluetooth Enable
The default is On. The Titan 20 will be available for Bluetooth Audio or MIDI connections from any device. To disable this, set Bluetooth Enable to Off.

MIDI Note	Pad
36	Kick
38	Snare – Center
40	Snare – Rimshot
48	Tom 1
45	Tom 2
43	Tom 3
46	Hi Hat - Open
42	Hi Hat - Closed
44	Hi Hat - Pedal
49	Crash
51	Ride

SETUP MODE

FACTORY RESET

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

1. Power off the module.

2. Press and hold the - and + buttons while simultaneously pressing and holding the power button. The module display will read "rSt" during startup.

BLUETOOTH

The Titan 20 works with both Bluetooth MIDI and Audio. Bluetooth MIDI is often used for apps, like the Simmons app for iOS. Bluetooth Audio allows you to play music from your phone or tablet into the Titan 20, and that sound will come through the line outputs and headphone outputs. The Titan 20 module is always listening for a Bluetooth connection, simply use your phone or tablet to connect. When a Bluetooth connection is active, the Bluetooth LED on the front panel will turn on. Bluetooth can be disabled in the module. (See page 19)

NOTE: Because the low bandwidth in Bluetooth, you can only use Bluetooth Audio or Bluetooth MIDI – not both at once. If you need both MIDI and Audio connections, you need to use a USB connection with your device.

BLUETOOTH WIRELESS MIDI

The Titan 20 includes Bluetooth wireless MIDI for connection to apps like the Simmons App for iOS. To connect the drum module to your tablet or smartphone, open the Bluetooth MIDI settings in your app and select the Titan 20 MIDI. The front-panel Bluetooth LED should light up.

BLUETOOTH WIRELESS AUDIO

The Titan 20 can also operate as a Bluetooth Audio receiver. To send sound through the module's line out and headphone out, simply choose the Titan 20 device from your smartphone, tablet, or computer. Again, the Bluetooth LED on the front panel will light when a Bluetooth connection is active.

NOTE: The Titan 20 can't act as a Bluetooth Audio Transmitter to Bluetooth wireless speakers or headphones. The reason is that the latency delay is too long on headphones like these, so you would hear a noticeable delay between hitting the pad and hearing a sound.

DRUM KIT PRESETS

DRUM KIT LIST

Kit #	Kit Name
Kit 1	Heavy Rock
Kit 2	Modern Pop
Kit 3	Metallic
Kit 4	Americana
Kit 5	Yacht Rock
Kit 6	Funk
Kit 7	Nails
Kit 8	Hip Hop
Kit 9	SDSV
Kit 10	Latin
Kit 11	Tekno / User Kit

SONG LIST

Song #	Song Name
1	Classic Rock
2	R&B
3	Metal
4	User

DRUM SOUND LIST

Section	Number	Sound Name
Kick	101	TamIm14x24
Kick	102	GrtBC16x22
Kick	103	LudMp14x22
Kick	104	TmSSC18x22
Kick	105	TamImpDamp
Kick	106	HipHopKick

Section	Number	Sound Name
Snare	201	BkwdCop-RS
Snare	202	BkwdCop-Sn
Snare	203	LudCOB-RS
Snare	204	LudCOB-Sn
Snare	205	GrtBlBr-RS
Snare	206	GrtBlBr-Sn

Section	Number	Sound Name
Snare	207	KepSS-RS
Snare	208	KepSS-Sn
Snare	209	HipHop1
Snare	210	HipHop2
Snare	211	LdCOBDm-RS
Snare	212	LdCOBDm-Sn
Snare	213	PrlPicc-RS
Snare	214	PrlPicc-Sn

Section	Number	Sound Name
Tom	301	GrtBC-12
Tom	302	GtrBC-13
Tom	303	GrtBC-14
Tom	304	LudMpl-12
Tom	305	LudMpl-14
Tom	306	LudMpl-16
Tom	307	TamImp-13
Tom	308	TamImp-16
Tom	309	TamImp-18
Tom	310	TamSSC-10
Tom	311	TamSSC-12
Tom	312	TamSSC-14
Tom	313	TamDamp-13
Tom	314	TamDamp-16
Tom	315	TamDamp-18

Section	Number	Sound Name
Hi-Hat	401	IstXt14-Cl
Hi-Hat	402	IstXt14-Op
Hi-Hat	403	IstXt14-Ft
Hi-Hat	404	IstXt14-Sp
Hi-Hat	405	Past14-Cl
Hi-Hat	406	Past14-Op
Hi-Hat	407	Past14-Ft
Hi-Hat	408	Past14-Sp
Hi-Hat	409	HipHopHHCl

DRUM KIT PRESETS

DRUM SOUND LIST

Section	Number	Sound Name
Hi-Hat	410	HipHopHHOp
Hi-Hat	411	RnB-HHCl
Ride	501	IstXstBr22
Ride	502	IstXstBr23
Ride	503	ZilKSw21
Crash	601	IstXist19
Crash	602	ZilAThin19
Crash	603	ZilKSw17
Crash	604	ZilKDk18
Crash	605	ZilChina18

Section	Number	Sound Name
Percussion	701	Cajon
Percussion	702	CongaOp
Percussion	703	CongaSl
Percussion	704	Cowbell
Percussion	705	Drumsticks
Percussion	706	Maracas
Percussion	707	Shaker
Percussion	708	TimbaleHi
Percussion	709	TimbaleLo
Percussion	710	Tumba
Percussion	711	Clave

Section	Number	Sound Name
Electronic	801	C78Cym
Electronic	802	EHH-Cl
Electronic	803	Swarmbeats
Electronic	804	SnareTerror
Electronic	805	NastyKick
Electronic	806	PiccBrain
Electronic	807	PiccAnimal
Electronic	808	PiccBubbles
Electronic	809	PiccRing
Electronic	810	RattleTom1
Electronic	811	RattleTom2

Section	Number	Sound Name
Electronic	812	RattleTom3
Electronic	813	SDS7-HHFt
Electronic	814	SDSV-CHH
Electronic	815	SDSV-Cymb1
Electronic	816	SDSV0Cymb2
Electronic	817	SDSV-HHFt
Electronic	818	SDSV-Clap
Electronic	819	SDSV-OHH
Electronic	820	SDSV-Kick
Electronic	821	SDSV-Snare
Electronic	822	SDSV-Tom1
Electronic	823	SDSV-Tom2
Electronic	824	SDSV-Tom3
Electronic	825	TechSnare
Electronic	826	TechCymb1
Electronic	827	TechCymb2
Electronic	828	Tech-CHH
Electronic	829	Tech-OHH
Electronic	830	Tech-Kick
Electronic	831	Tech-Snare
Electronic	832	Tech-Tom1
Electronic	833	Tech-Tom2
Electronic	834	Tech-Tom3
Electronic	835	T808-CR
Electronic	836	C78-Tom1
Electronic	837	C78-Tom2
Electronic	838	C78-Tom3

MIDI IMPLEMENTATION CHART

O: YES X: NO

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10 CH Only	1-16 CH	Memorized
	Changed	X	1-16 CH	
Mode	Default	Mode 3	Mode 3	
	Messages	X	X	
	Altered	**********	X	
Note Number:		0~127	0~127	
	True voice	**********	0~127	
Velocity	Note ON	O (99H, V=1-127)	O (9nH, V=1-127)	
	Note OFF	O (89H, V=0)	O (8nH, V=0) or 8nH	
Aftertouch		X	X	
Pitch Bender		X	O	
Control Change	0, 32	X	O	Bank Select
	1	X	O	Modulation
	5	X	O	Portamento Time
	6	X	O	Data Entry
	7	X	O	Volume
	10	X	O	Pan
	11	X	O	Expression
	64	X	O	Sustain
	65	X	O	Portamento
	66	X	O	Sostenuto
	67	X	O	Soft Pedal
	80, 81	X	O	DSP TYPE
	91, 93	X	O	DSP DEPTH
	100, 101	X	O (*1)	RPN LSB, MSB
	121	X	O	Reset all Controllers
Program Change: True Member		O 0-10	O 0-127 0-127	
System Exclusive		X	X	
System Common	Song Position	X	X	
	Song Select	X	X	
	Tune	X	X	
System Real Time	Clock	X	X	
	Commands	X	X	
Aux Messages	Local ON/OFF	X		All Notes OFF is sent as All Sound OFF (CC# 120)
	All Notes OFF	X		
	Active Sense	X		
	Reset	X		

*1: Registered parameter number: #0: Pitch sensitivity, #1: Fine tuning, #2: Coarse tuning

Mode 1: OMNI ON, POLY
Mode 2: OMNI ON, MONO
Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO

SPECIFICATIONS

Pads	7 drum pads with touch response and two pedals for bass drum and hi-hat
Sounds	103 Drum Voices
Drum Kits	10 Preset kits, 1 User kit
Songs	3 Preset songs, 1 User song
Overall Controls	Tempo, Main Volume
Metronome	Click
Connections	9V adapter, headphones, USB to host (MIDI IN/OUT), aux input , stereo out, serial pin connector
Dimensions	39" (H) x 43" (W) x 26" (D) (approximate assembled dimensions)
Weight	32.4 Lbs / 14.7 Kg
Power Supply	9V Adapter
Accessories	Drum Sticks, Drum Key, Velcro Cable Straps, User Manual

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.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons® products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Simmons
P.O. Box 5111 Thousand Oaks, CA 91359-5111

All trademarks and registered trademarks mentioned herein are recognized as the property of their respective holders.

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.

MISSING
—OR—
DAMAGED
PARTS?

HAVE QUESTIONS?
CALL
888-621-4008
TOLL FREE

—HAVE—
ASSEMBLY
QUESTIONS?

OR VISIT OUR WEBSITE AT: SIMMONSDRUMS.NET