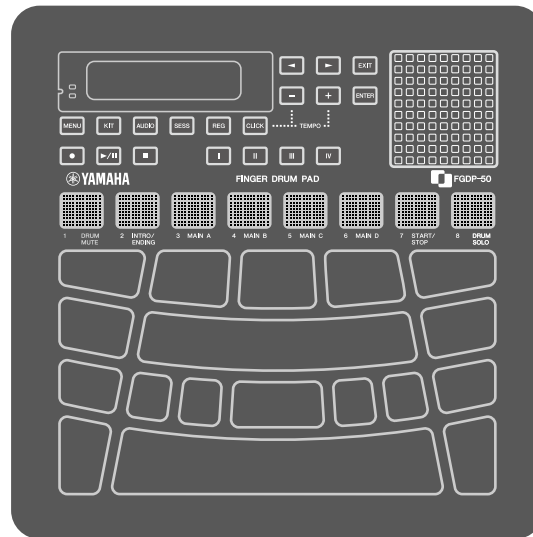# YAMAHA

Finger Drum Pad

FGDP-50 User Guide

- "⚠CAUTION" messages in this Guide contain information that we ask you to follow in order to avoid the possibility of physical injury to you or others.

- "NOTICE" messages in this Guide contain information that we ask you to follow in order to avoid the possibility of malfunction/damage to the product, damage to data, or damage to other property.

- "NOTE" messages in this Guide contain instructions and additional information that might be helpful.

- All illustrations included in this user guide are for the purpose of explaining operation.

- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.

- macOS and App Store are trademarks of Apple Inc., registered in the U.S. and other countries.

- IOS is a trademark or registered trademark of Cisco in the U.S. and other countries and is used under license.

- Android and Google Play are trademarks of Google LLC.

- The company names and product names in this guide are the trademarks or registered trademarks of their respective companies.

Introduction

This finger drum pad instrument allows you to easily and conveniently play drum and percussion sounds with your fingers. It was specially designed to be a highly portable 'mobile drum kit' that anyone can enjoy anywhere and at any time. In addition, this instrument is exceptionally useful for experienced finger-drumming players, for beginners who want to learn and get better at finger drumming, for actual drummers who want to enjoy playing easily, and for composers/producers who want to create original rhythms.

Enjoy this product optimized for finger drumming.

About the Manuals

The following two manuals are available for the product.

Startup Guide (Printed booklet included in the product package)	To help you use the product immediately, this Guide focuses on a product overview and basic operations. Before using this product, make sure to read "Precautions" at the beginning of this booklet, which can also be obtained from the Yamaha website. On the following site, enter "FGDP" in the Model Name box, and then execute the Search. **Yamaha Downloads** **https://download.yamaha.com/**
User Guide (This manual in HTML)	This guide provides all information about this product, including information covered in the Startup Guide.

Included Accessories

- Startup Guide   ×1
- Online Member Product Registration   ×1
- USB A−micro-USB B cable (1.5 m)   ×1

Controls

Top surface
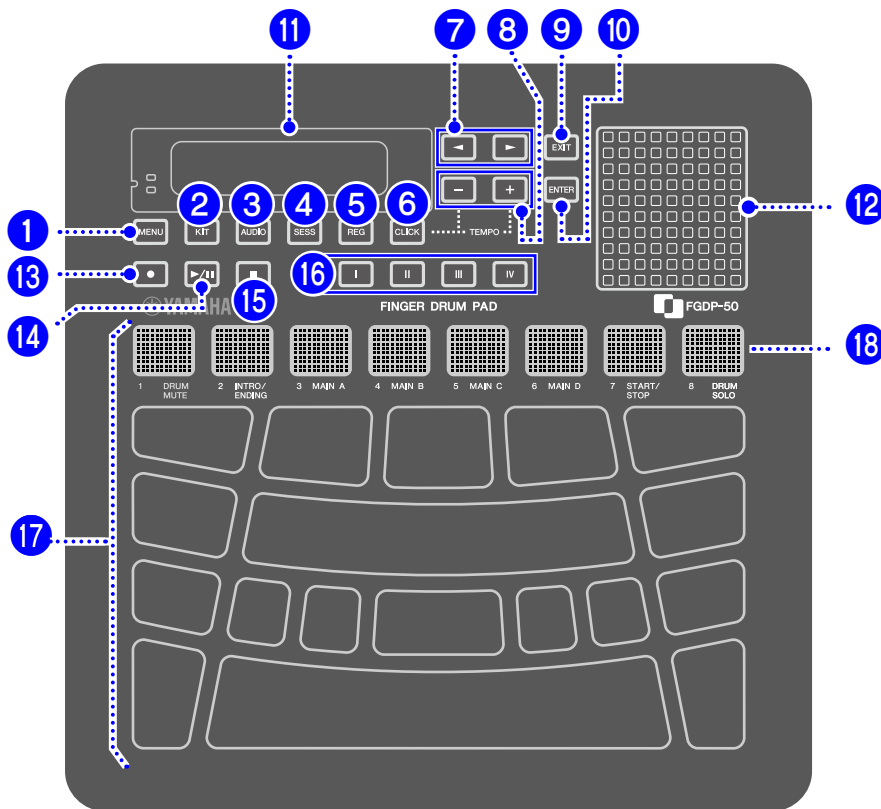
Mode selection buttons (❶, ❷, ❸, ❹, ❺)

This product has five modes. Buttons ❶ – ❺ let you enter the corresponding mode. The button that is pressed last will remain lit, indicating the current mode.

❶	MENU	**Menu button (with LED)** This button lets you select Menu Mode. See [this page](#) for details.
❷	KIT	**Kit button (with LED)** This button lets you select Kit Mode. See [this page](#) for details.
❸	AUDIO	**Audio button (with LED)** This button lets you select Audio Mode. See [this page](#) for details.

④	SESS	**Session Creator button (with LED)** This button lets you select Session Creator Mode. See this page for details.
⑤	REG	**Registration Memory Bank button (with LED)** This button lets you select Registration Memory Bank Mode. See this page for details.

Click button (⑥)

⑥	CLICK	**Click button (with LED)** This button lets you play back and stop the Click sound. See this page for details.

Display operation buttons (⑦, ⑧, ⑨)

⑦	◄ ►	**Item selection buttons** These buttons let you select the different items that appear on the display. Press these buttons to switch between items on the same menu level. Press [ENTER] to move down one menu level, and press [EXIT] to move up one menu level. See this page for details.
⑧	− +	**Minus and Plus buttons** These buttons let you change the value or setting for the currently selected item.
⑨	EXIT	**Exit button** This button lets you return to the previous display on the LCD screen, or move up one menu level. If the screen is at the highest menu level of the current mode, pressing this button will return to the top screen. See this page for details.
⑩	ENTER	**Enter button** This button lets you move down one menu level from the current display on the LCD screen, or execute functions such as loading or saving. See this page for details.

LCD screen (⑪) and built-in speaker (⑫)

⑪	**LCD screen (LCD)** Shows a text display of the current status of the product. ⑪a ━━━ ⑪b ━━━ **⑪ a. Standby/On indicator, top (red)** 　• Off: Indicates that the battery is uncharged or fully charged. 　• On: Indicates that the battery is being charged. 　• Flashing: Indicates a battery error. **⑪ b. Standby/On indicator, bottom (blue):** Normally off, but flashes once every 30 seconds if the battery level falls below 20%. See this page for details about how to check the battery level.
⑫	**Built-in speaker** Outputs the sounds you play and the sounds of devices that are connected to this product.
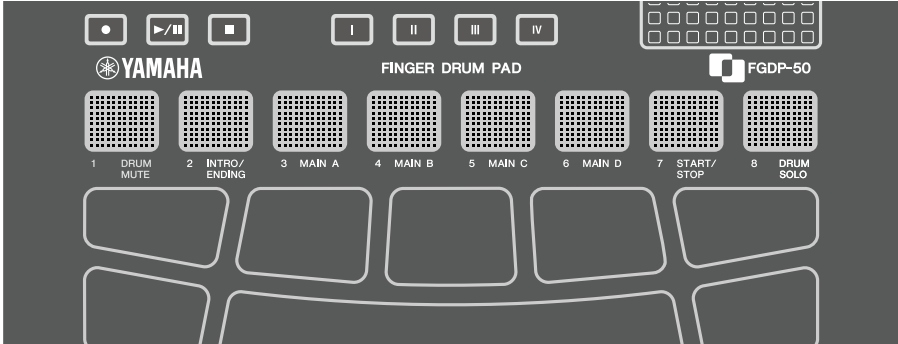
Audio operation buttons (⑬, ⑭, ⑮)

⑬	⏺	**Record button (with LED)** This button lets you make an audio recording of the sounds playing on the product into the root directory of a USB flash drive connected to the [USB TO DEVICE] terminal.
⑭	▶/⏸	**Playback/Pause button (with LED)** This button lets you start playback of an audio file in the root directory of a USB flash drive connected to the [USB TO DEVICE] terminal, or pauses the audio file at the current playback position.
⑮	⏹	**Stop button** This button lets you stop the playback of an audio file.

Registration Memory buttons (⑯)

		Registration Memory buttons (with LED)
⑯	I II III IV	These buttons let you register the current settings. Press and hold one of these buttons to register the current setting. Registered settings can be recalled with a single touch during your performance, for example. See <u>this page</u> for details about how to register settings.

Pads (⑰, ⑱)

⑰	**Pads** • By hitting these Pads (MIDI Note on), you can hear the various Voices that are assigned to these Pads. By pressing these Pads further or applying pressure to these Pads (MIDI Aftertouch), you can confirm that the Pads work according to the settings made for each of the Pads in the current Kit. See <u>this page</u> for details. • A number is assigned to each of the Pads. See <u>this page</u> for details.
⑱	**RGB Square Pads (with LED)** Normally, as with the other Pads, hit these RGB Square Pads to hear the various Voices that are assigned for the currently selected Kit. When the [SESS] button is on, they function as Pads for the Session Creator Mode. See <u>this page</u> for details. In addition, these Pads glow colorfully in response to your performance. See <u>this page</u> for details.

Left side

⑲		**Standby/On button** Press and hold to turn the product on and off. When the power is on, press briefly to show the battery level on the LCD screen. See this page for details about how to turn the power on and off. See this page for details about how to charge the battery.
⑳		**Volume Up (+)/Down (-) buttons** These buttons let you adjust the volume of the sound coming from the built-in speaker or headphones connected to the [PHONES/OUTPUT] jack. See this page for details.

Rear surface

㉑		**Security slot** Connect a commercially available security wire here to prevent theft of this product.
㉒		**[USB TO HOST] terminal** This micro-USB B terminal is used to charge the battery with a USB Power Adapter, to input/output audio signals, and to transmit/receive MIDI messages from/to a computer or smart device. See this page for details about how to charge the battery. See this page for details about the other functions.

㉓	USB ←←← TO DEVICE	**[USB TO DEVICE] terminal** This terminal is used to record audio in the root directory of a connected USB flash drive, or play back recorded audio files. See this page for details. Data that has been created on this product can be saved as a file in the root directory of a USB flash drive, and files in the root directory of a USB flash drive can be loaded into this product as data. See this page for details. See this page for details about the other functions.
㉔	AUX IN	**[AUX IN] jack** This is a stereo mini jack. By connecting your device like a digital keyboard or mobile music player to this jack, you can input their sound to this product. See this page for details.
㉕	PHONES / OUTPUT	**[PHONES/OUTPUT] jack** This is a stereo mini jack. By connecting a device like headphones or a live streaming device, you can output the sound of this product, including your Pad performance, and the audio signal input via the [AUX IN] jack. See this page for details.

Power Supply

Charging

This product can be used after the battery is charged by connecting it to an AC outlet or a USB mobile battery as described below. In particular, before using this product for the first time after it is unpacked, make sure to fully charge the battery until the Standby/On indicator (red) turns off.

Charging with a USB power adapter (commercially available)

Connect the USB power adapter in the order of the numbers shown in the figure below.
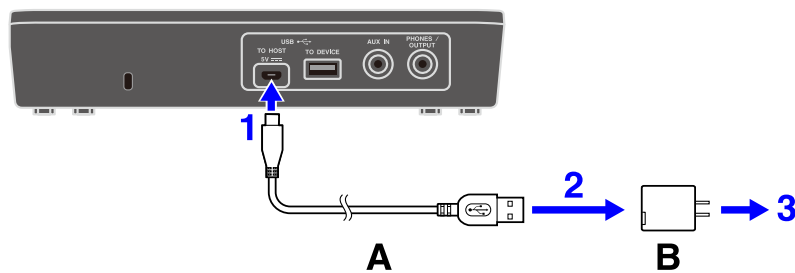
A.USB cable (included in the package)

B.USB power adapter (commercially available)

Charging with a USB mobile battery (commercially available)

Connect the USB mobile battery in the order of the numbers shown in the figure below.

A.USB cable (included in the package)
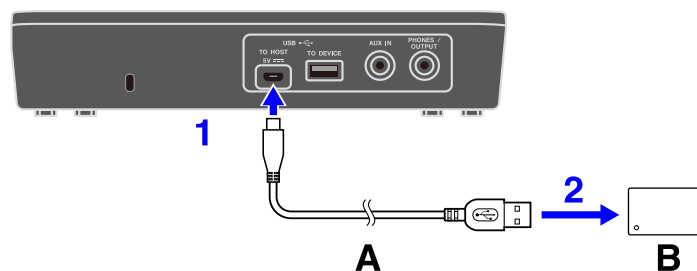
B.USB mobile battery (commercially available)

Notes regarding charging

• This product can be used even while the battery is charging.

• If battery power is insufficient or abnormal, the Standby/On indicator (red) will blink.

• The estimated time to go from a low battery level to a full charge is 1–3 hours with the product turned off (depending on the usage environment and battery usage).

• To recharge the battery after a full charge, you will need to unplug the USB cable, and then connect it again.

USB power adapter/USB mobile battery requirements

Output voltage: DC 5 V

Output current: 1.5 A or greater *USB BC specification compatible products

⚠CAUTION

Make sure to use a USB power adapter or USB mobile battery with the specifications indicated above. Using the wrong adapters or batteries can result in damage to the product or overheating. Follow the instructions that come with the connected USB power adapter or the USB mobile battery.

NOTICE

• Use a USB mobile battery that has a low-current mode function, etc., and that can supply power to devices with a current consumption of 25 mA or less. If you cannot charge the battery with a USB mobile battery, try a USB power adapter to see if you can charge the battery from a power outlet.

• If the product turns off suddenly and unexpectedly immediately after the power is turned on, your USB power adapter or USB mobile battery might not meet the required specifications or might be damaged. Try using another adapter or battery that meets the required specifications. If the product appears to be malfunctioning, please consult with Yamaha service personnel.

NOTE

When connected to a computer USB port or a USB power adapter with output current less than 1.5 A, the remaining battery power might decrease even while charging (with the Standby/On indicator (red) lit).

Turning the Power On/Off

To turn the power on

Press and hold the Standby/On button on the side of the product until the LCD screen comes on.

NOTE

- If you press the Standby/On button to turn on the product when the battery level is close to zero, "AutoPowerOff Low Battery" will be displayed on the LCD screen and the product will automatically turn off.

To turn the power off

Press and hold the Standby/On button until "Shutdown" is displayed on the LCD screen.

NOTE

- Although the power is off, the product settings are maintained. See this page for details.
- When the battery is low, "AutoPowerOff Low Battery" will be displayed on the LCD screen and the product will turn off automatically.

Checking the remaining Battery life

If you press and immediately release the Standby/On button, the remaining Battery life ("Battery xxx%") is displayed on the LCD screen and the bottom (blue) Standby/On indicator flashes to indicate the battery level. Four flashes for 100–90%, three flashes for 80–60%, two flashes for 50–30%, and one flash for 20–0%.

```
[    Battery    ]
[      100%     ]
```
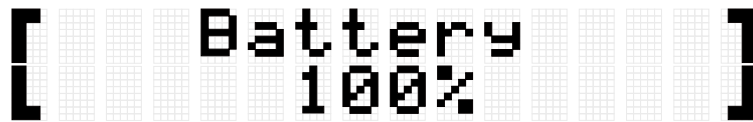
NOTE

• If the battery level is between 20% and 0%, the bottom (blue) Standby/On indicator will flash once every 30 seconds even when the Standby/On button is not pressed.

Forced power off

If the product behaves abnormally and no operation can be executed, press and hold the Standby/On and Volume Down (-) buttons on the side of the unit at the same time to force the power off.
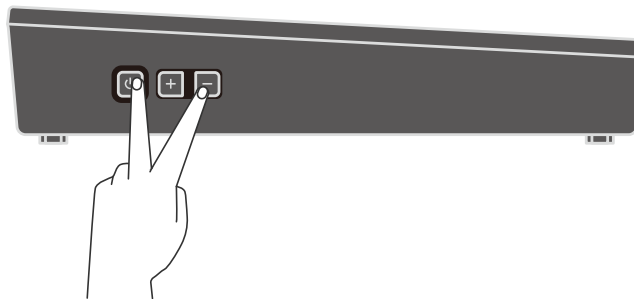
NOTICE

If you execute a forced power off, the product settings will not be maintained.

Auto Power Off

To prevent unnecessary power consumption, after a certain period of inactivity "AutoPowerOff" is displayed on the LCD screen and the power of this product automatically turns off. The time that elapses before the power is automatically turned off can be changed at[MENU]→Utility→AutoPowerOff.

To disable Auto Power Off, press and hold the [CLICK] button and the Standby/On button at the same time to turn on the power. "AutoPowerOff" is displayed on the LCD screen, then the product starts up with the Auto Power Off disabled ([MENU]→Utility→ AutoPowerOff=Disabled).

Connecting an external device

[PHONES/OUTPUT] jack

This is a stereo mini jack. By connecting a device like headphones or a live streaming device, you can output the sound of this product, including your Pad performance, and the audio signal input via the [AUX IN] jack.

⚠ **CAUTION**

Before connecting an external audio device, turn off the power of both this product and the external device. Also, before turning the power on or off, make sure to set all volume levels to minimum (0). Otherwise, damage to the devices, electrical shock, or even permanent hearing loss could occur. To prevent damage to speakers, make sure to set all volume levels to minimum (0) before connecting an external device.

NOTICE

To avoid possible damage to the external device, first turn on the power to this product, then to the external device. When turning off the power, do so in reverse order: first turn off the power to the external device, then to this product.

NOTE

By default, the built-in speaker is automatically disabled when headphones or an external device is connected to the [PHONES/OUTPUT] jack. For details, see MENU→Utility→SpeakerOut.

Connecting Headphones
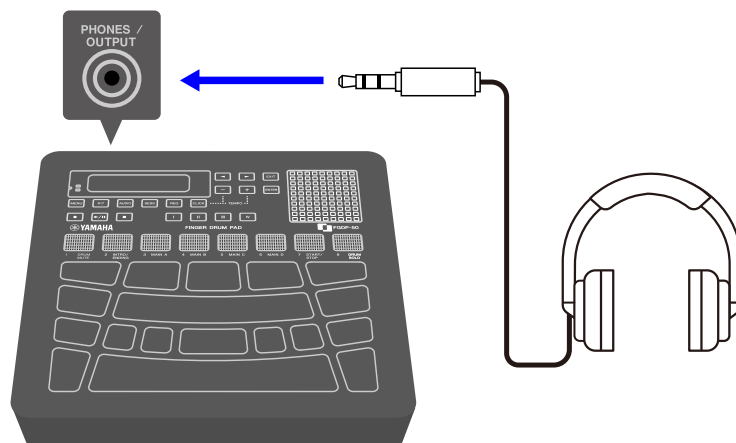
⚠ **CAUTION**

• Do not use headphones for a long period of time at a high volume level. Doing so could

cause permanent hearing loss.

Connecting external speakers or a live streaming device

Connecting an external speaker equipped with an amplifier
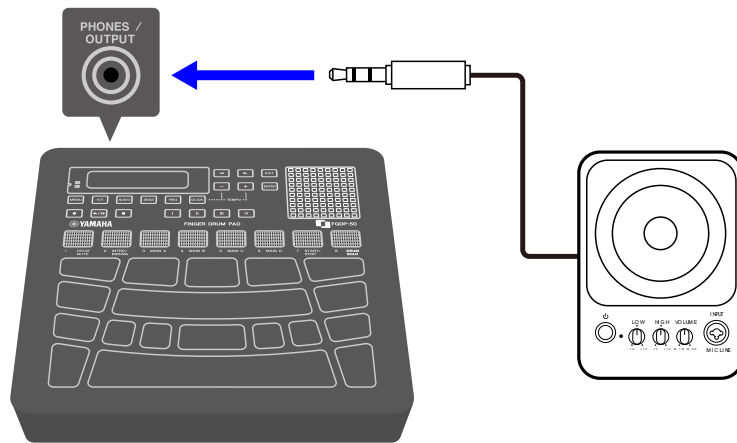
Connecting a live streaming device
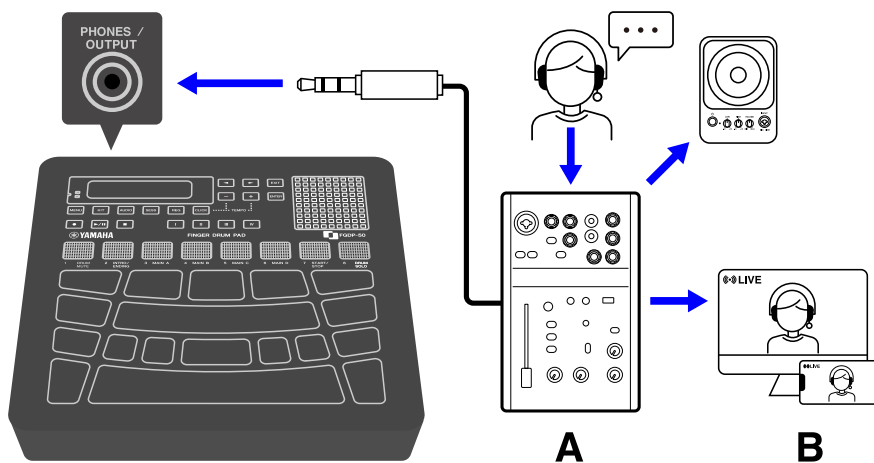
A Live streaming device

B Streaming

[AUX IN] jack

By using this jack, the built-in speaker can output the audio signal from an audio device such as a smart device or computer.
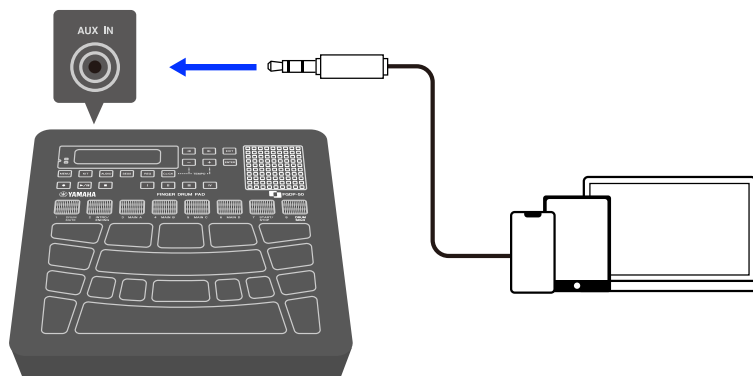
⚠ CAUTION

• Before connecting a device, turn off the power of both this product and the external audio device. Otherwise, damage to the devices or electrical shock could occur. To prevent damage to speakers, make sure to set all volume levels to minimum (0) before connecting an external device.

NOTICE

• To avoid possible damage to the external device, first turn on the power to this product, then to the external device. When turning off the power, do so in reverse order: first turn off the power to the external device, then to this product.

[USB TO HOST] terminal

This product is equipped with a [USB TO HOST] terminal.
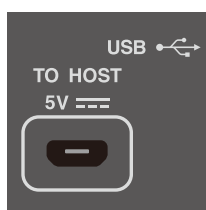
Notice when using the [USB TO HOST] terminal

When connecting a USB cable to this terminal, make sure to hold the connector (plug) straight (without tilting it) and insert it all the way to prevent poor contact. After connecting a cable, make sure that excessive force is not applied to the connector (plug). In addition, check the notes regarding USB connections in the "Precautions" section of the Startup Guide included in the product package.

• See the "Charging" section in this guide for details about connecting a charging device.

• Depending on the model of the computer/smart device and the OS, a USB connection might cause noise or might not work well.

- While connecting to a smart device or computer, the following points should be observed to avoid freezing and data loss.

    - Before turning the power to this product on/off or connecting/disconnecting a USB cable, quit any open application software on the smart device or computer.
    - Wait for six seconds or more between the following operations: (1) when turning the power of the product off and then on again, or (2) when alternately connecting/disconnecting a USB cable.

    If the smart device, computer, or the product freezes, restart the application software or OS of the smart device/computer, or turn the power to this product off and then on again.

Connecting to a smart device (Android)

Use the following items to make connections in the order of the numbers shown in the figure below.
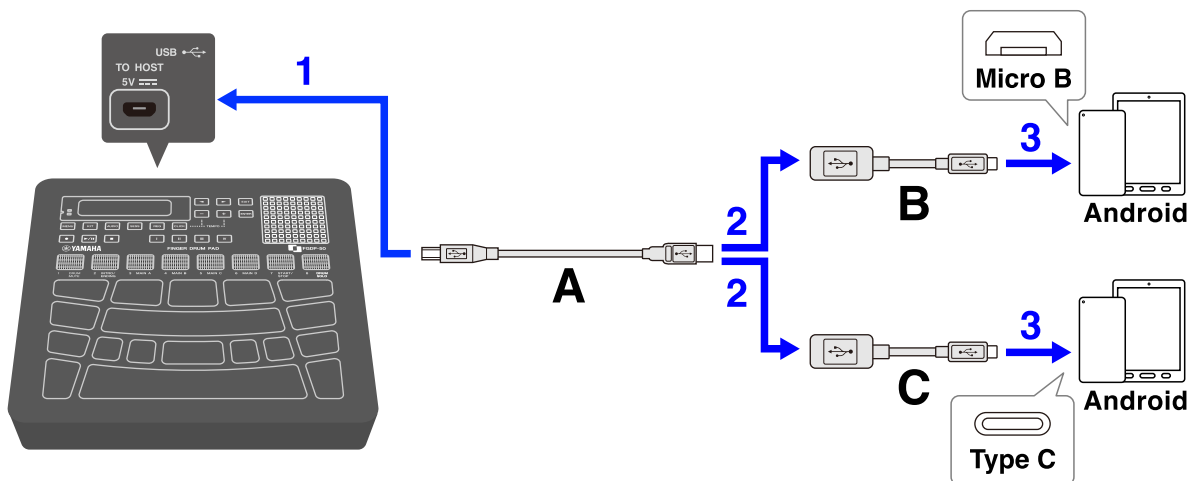
A. USB cable (Micro B male–Type A male) included with this product

B. USB conversion adapter (Type A females–Micro B male) sold separately

C. USB conversion adapter (Type A females–Type C male) sold separately

Connecting to a smart device (iOS)

Use the following items to make connections in the order of the numbers shown in the figure below.
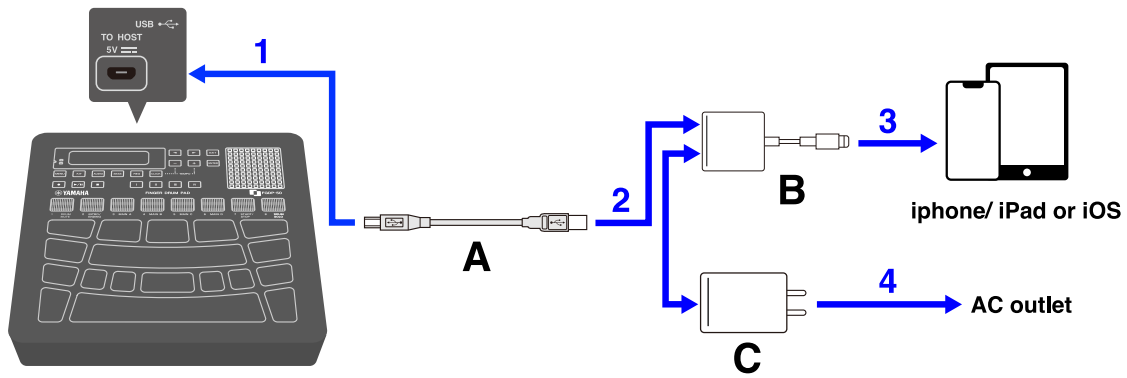
A. USB cable (Micro B male–Type A male) included with this product

B. Lightning to USB 3 Camera Adapter sold separately

C. USB conversion adapter (Type A females–Micro C male) sold separately

Connecting to a computer (Mac)

Use the USB cable included with this product to make the connections in the order of the numbers shown in the figure below.
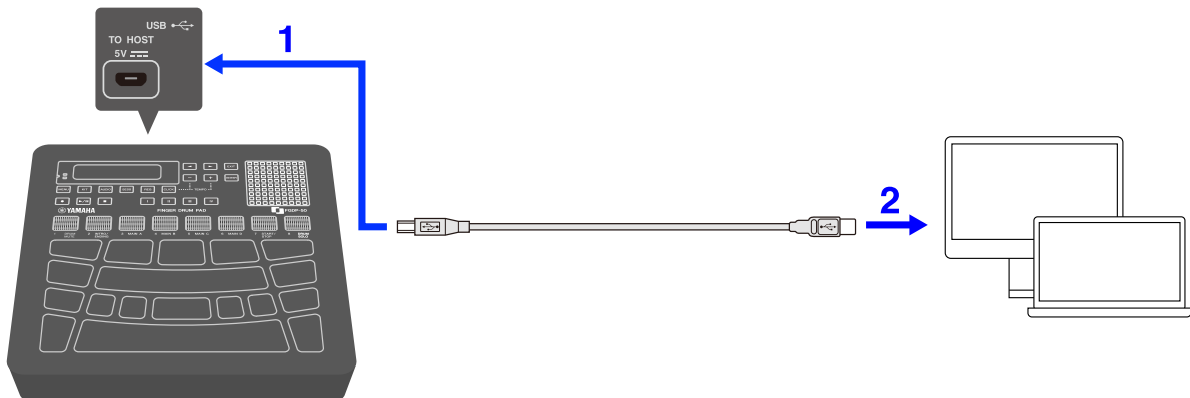
Connecting to a computer (Windows)

1. Install the Yamaha Steinberg USB Driver on your computer.
The Yamaha Steinberg USB Driver can be downloaded from the following URL:
https://download.yamaha.com/.

2. Connect your computer to the [USB TO HOST] terminal via the included USB cable.
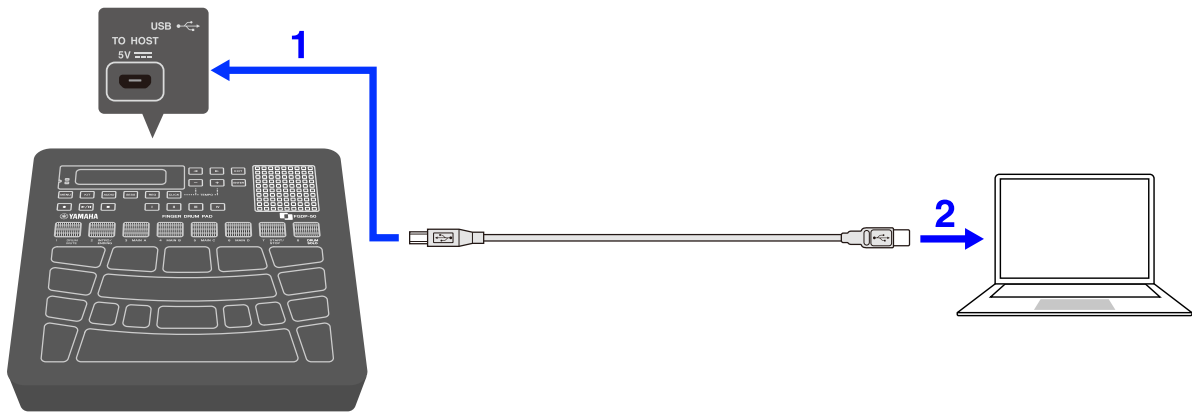
3. On your computer, open "Yamaha Steinberg USB Driver Control Panel," and then set "Device:" to "Finger Drum Pad."

[USB TO DEVICE] terminal

This product is equipped with a [USB TO DEVICE] terminal. When connecting a USB device to the [USB TO DEVICE] terminal, pay careful attention to the following points.

NOTE

• For more information about how to use your USB device, see the instruction manual for that device.

USB devices that can be used

• USB flash drives

USB devices other than those listed above (USB hubs, mice, computer keyboards, etc.) cannot be used even if they are connected.

Please refer to the following URL for a list of compatible USB flash drives.

https://download.yamaha.com/

Although USB 1.1 to 3.0 devices can be used with this product, please note that the time required to save data to or load data from a device will vary depending on the type of data and the condition of the device.

NOTICE

• The [USB TO DEVICE] terminal is rated for a maximum of 5 V/500 mA. Do not connect USB devices that exceed this rating. Doing so could cause a malfunction.

Connecting a USB flash drive

Insert the plug that matches the shape of the [USB TO DEVICE] terminal, paying careful attention to the vertical orientation.

NOTICE

• Do not insert or remove a USB flash drive during playback, recording, file operations (save/load/format, etc.), or while accessing the USB flash drive. Doing so could cause the product to stop functioning, or damage the USB flash drive or data.

• Wait a few seconds between inserting and removing a USB flash drive.

• Do not use a cable to connect a USB flash drive.

Formatting a USB flash drive

We recommend using this product to format your USB flash drive. USB flash drives that have been formatted with other devices might not work properly with this unit. See this page for details about how to format a USB flash drive.

NOTICE

Formatting a USB flash drive will erase the content of that drive. Make sure the USB flash drive does not contain any necessary data before formatting it.

Preventing the accidental deletion of data

Some USB flash drives have a write-protect function to prevent the accidental deletion of data. If your USB flash drive contains important data, use the write-protect function to prevent the data from being overwritten. On the other hand, when saving data make sure that the write-protection function of your USB flash drive is turned off.

Turning off the power when a USB flash drive is connected

Do not turn off the power if the USB flash drive is being accessed for playback/recording or file operations (save/load/format, etc.). Doing so could damage the USB flash drive or data.

Internal Structure of this product

Pad operations
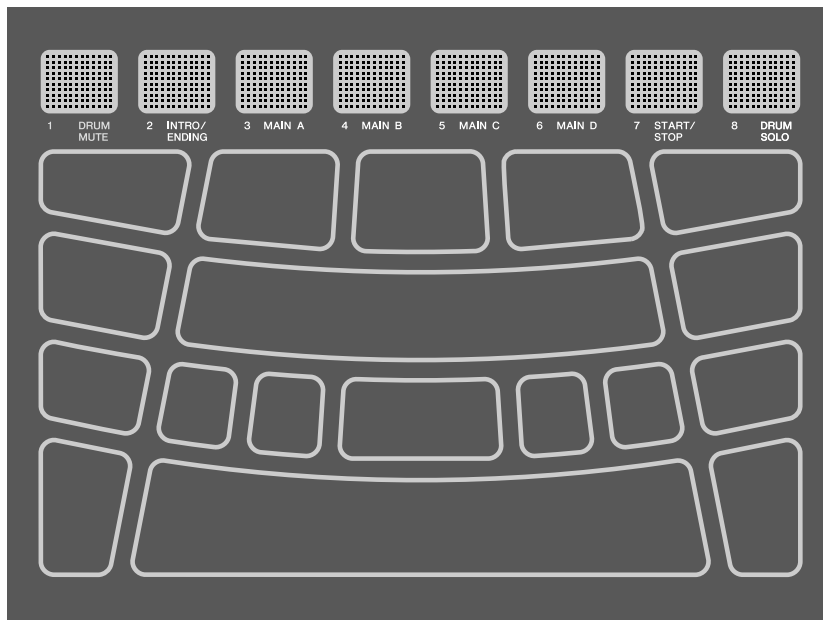
The Pads on this product support Aftertouch as well as Note On/Off. In other words, this product is designed so that in addition to producing a Voice sound when a Pad is hit, various expressions can also be produced by pressing the Pad further. Functions other than Voices can be assigned to Note On, and the default setting for Aftertouch can be changed to a different function.

Pad operation = Generated MIDI event

    Hitting a Pad = Note On
    Pressing a Pad further (pressure applied to Pad) = Aftertouch
    Hitting and then no pressing = Note Off

The velocity value for Note On and value for Aftertouch can be viewed at the N and A values in [MENU]→Trigger.

Settings for Pad operations

There are two ways to set Pad operations: setting the Kit data in Kit Mode (for all Pads) or configuring the settings in Session Creator Mode (for A1 and A8 only). "NoteFunc" (function for Note On) and "ATFunc" (function for Aftertouch) are set in both modes.

Pad numbers

Specific numbers are assigned to each individual Pad. These numbers are used in this User Guide to identify each Pad as necessary. The Pad layout can be flipped, so that these number assignments and their settings (including their Voice assignments) are moved to Pads on the opposite side.

NOTE

The RGB Square Pads (A1–A8) function as buttons to control Session playback in Session Creator Mode (when the [SESS] button is lit). They are not affected by the settings in [MENU]→Utility→PadLayout.

When playing primarily with your right hand

When [MENU]→Utility→PadLayout is set to "Right" (Default setting), the Pad numbers are assigned as illustrated below. This setting is easiest when playing the Pads primarily with your right hand.
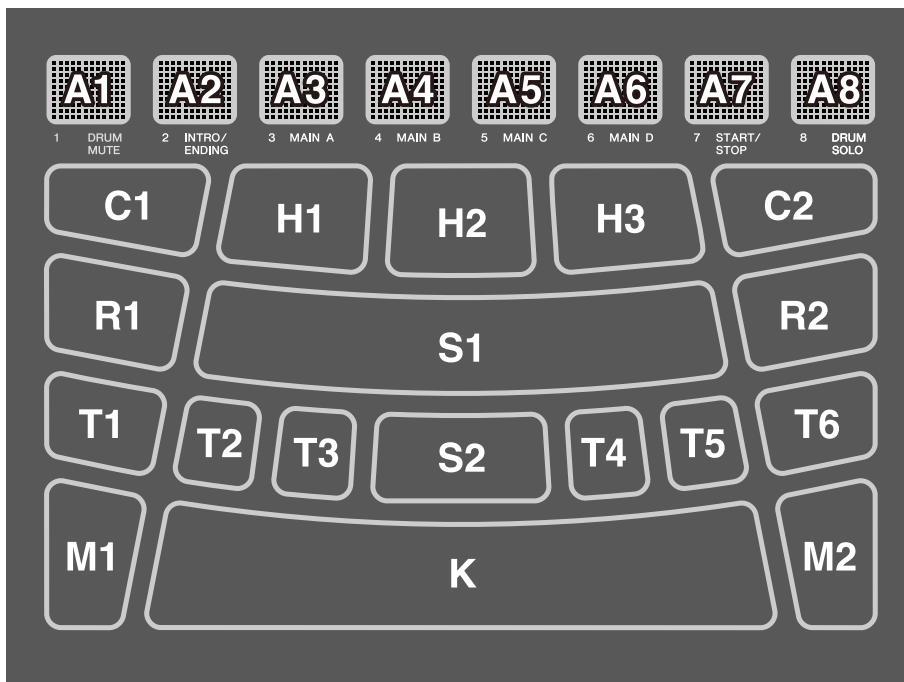
When playing primarily with your left hand

When [MENU]→Utility→PadLayout is set to "Left," the Pad numbers are assigned as illustrated below. This setting is easiest when playing the Pads primarily with your left hand.
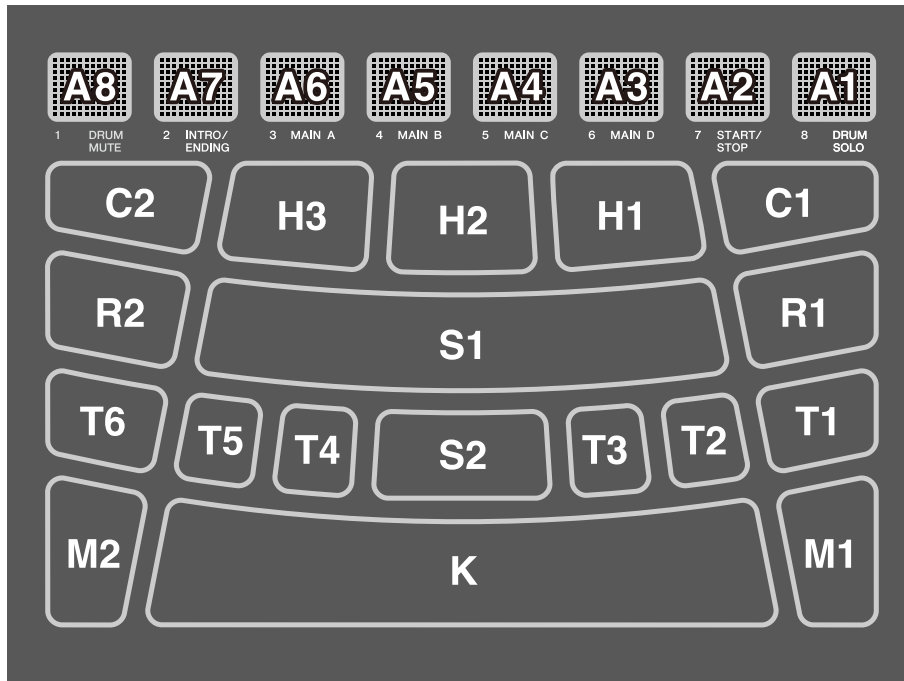
Basic operations on the LCD screen

Selecting a mode (top menu level)

This product has five modes. One of the five buttons just below the LCD screen is always lit.

	Menu Mode When the [MENU] button is lit, you can use the item selection buttons ([<][>] buttons) to make the following settings. • Mixer • Click • Trigger • Utility • File • FactoryReset • Version

KIT	**Kit Mode**
	
	When the [KIT] button is lit, you can select one of the Kits included with this product on the LCD screen. You can use the item selection buttons ([<][>] buttons) to make the following settings for the currently selected Kit and save it as a User Kit (U01–U50).
	
	    • KitEdit
	    • PadEdit
	    • VoiceEdit
	    • InterlockEdit

AUDIO	**Audio Mode**
	
	When the [AUDIO] button is lit, you can record audio, such as your Pad performance, to the root directory of a USB flash drive connected to the [USB TO DEVICE] terminal, or play a WAV file in the root directory of the USB flash drive. You can use the item selection buttons ([<][>] buttons) to make the following settings.
	
	    • Repeat
	    • RecSetting

SESS	**Session Creator Mode**
	
	When the [SESS] button is lit, the RGB Square Pads are used for Session Creator Mode, allowing the phrases built into this product to be played as accompaniment. See this page for details.
	
	You can use the item selection buttons ([<][>] buttons) to make the following settings.
	
	    • DrumMuteSolo
	    • PartOnOff
	    • SynchroStart
	    • SectionChange
	    • LockSetting
	    • PadSetting

REG	**Registration Memory Bank Mode** When the [REG] button is lit, the Registration Memory Bank can be selected and the settings stored in the Registration Memory can be saved in the User Registration Memory Bank (U01–U50). See this page for details. You can use the item selection buttons ([<][>] buttons) to make the following settings. • LoadSetting

NOTE

• Regardless of which menu level you are on in any mode, you can always press the button for the appropriate mode to return to the top screen.

• If you are at the highest menu level of any mode, press the [EXIT] button to return to the top screen.

Switching screens

When you select a mode and the highest menu level is displayed on the LCD screen, the following operations are possible.

Moving horizontally through the current menu level

If triangles appear at the left and/or right ends of the top line on the LCD screen, use the [<][>] buttons to select an item on the same menu level.

◀KitEdit¬   ▶

◀   ▶
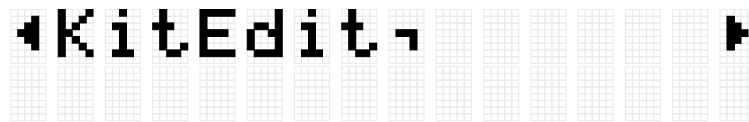
Moving vertically through menu levels

You can move down one menu level or use the [EXIT] button to move up one menu level. These operations are possible when the item name displayed on the LCD screen begins or ends with the marks shown below.

Using the [ENTER] button to move down one menu level

↓
◀Trigger¬   H3▶
  N= 94   A=   0
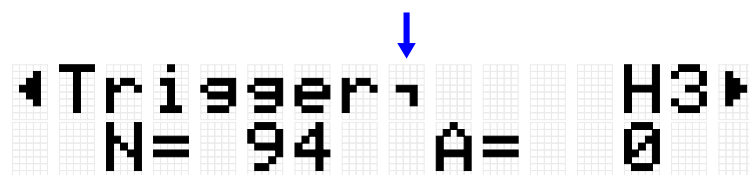
ENTER

Using the [EXIT] button to move up one menu level

↓
└Trigger   ▶
P01 Normal Tx

Executing a function

Use the [ENTER] button to execute (or advance) a function, and the [EXIT] button to cancel a function (or return to the previous state). For example, if a confirmation message is displayed as shown in the following figure, press the [ENTER] button to execute the operation or the [EXIT] button to cancel it.

Saving data

An "E" might appear between the number and name for Kit, Trigger, and Registration Memory Bank.

This indicates that the currently selected data has been edited but not yet saved as user data (not saved with a number beginning with "U"). If you want to use the current settings at a later time, press the [ENTER] button on the above screen to save them as user data. See this page for details about how to save a Kit, this page for details about how to save a trigger, and this page for details about how to save a Registration Memory Bank.

Editing names

When "Name" appears on the LCD screen, you can edit the name of data that has been edited on this product or files in the root directory of the USB flash drive. Edit a name by using the [<][>] buttons to move the cursor and then using the [+][-] buttons to select a character at the cursor position.
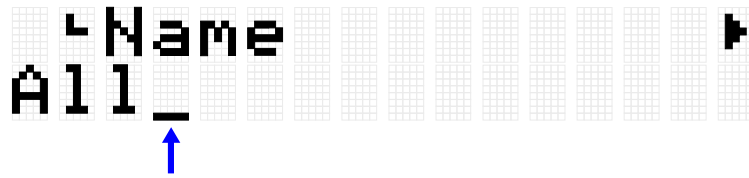
Characters that can be used when editing names

• Upper-case letters of the alphabet

ABCDEFGHIJKLM
NOPQRSTUVWXYZ

• Lower-case letters of the alphabet

abcdefghijklm
nopqrstuvwxyz

• Spaces and numbers

0123456789

• Symbols

.,?!'-/:;()¥&
@"[]()#%^*+=_
`|~<>$

NOTE

Note that the following characters cannot be used in file names.

.?/:¥"*|<>

Editing user data names and file names

For user data (Kits, Triggers, Registration Memory Banks), you can edit the name when saving the data. Files in the root directory of a USB flash drive can be renamed either when the data is initially saved or after the data has already been saved. See the following links for details.

• Editing the name of a Kit

See this page when saving user data. See this page when saving data to a USB flash drive.

• Editing the name of a Trigger

　　See [this page](#) when saving user data. See [this page](#) when saving data to a USB flash drive.

• Editing the name of a Registration Memory Bank

　　See [this page](#) when saving user data. See [this page](#) when saving data to a USB flash drive.

Sequencer functions

This product has a "Sequencer" function that operates according to tempo values. The following four functions operate according to the Sequencer.

• [Click](#)
• [Session Creator](#)
• [Note Repeat](#) for Pads
• [[MENU]→Utility→LEDPatAutoBar](#) (LED Pattern Auto Bar)

Data handled by this product
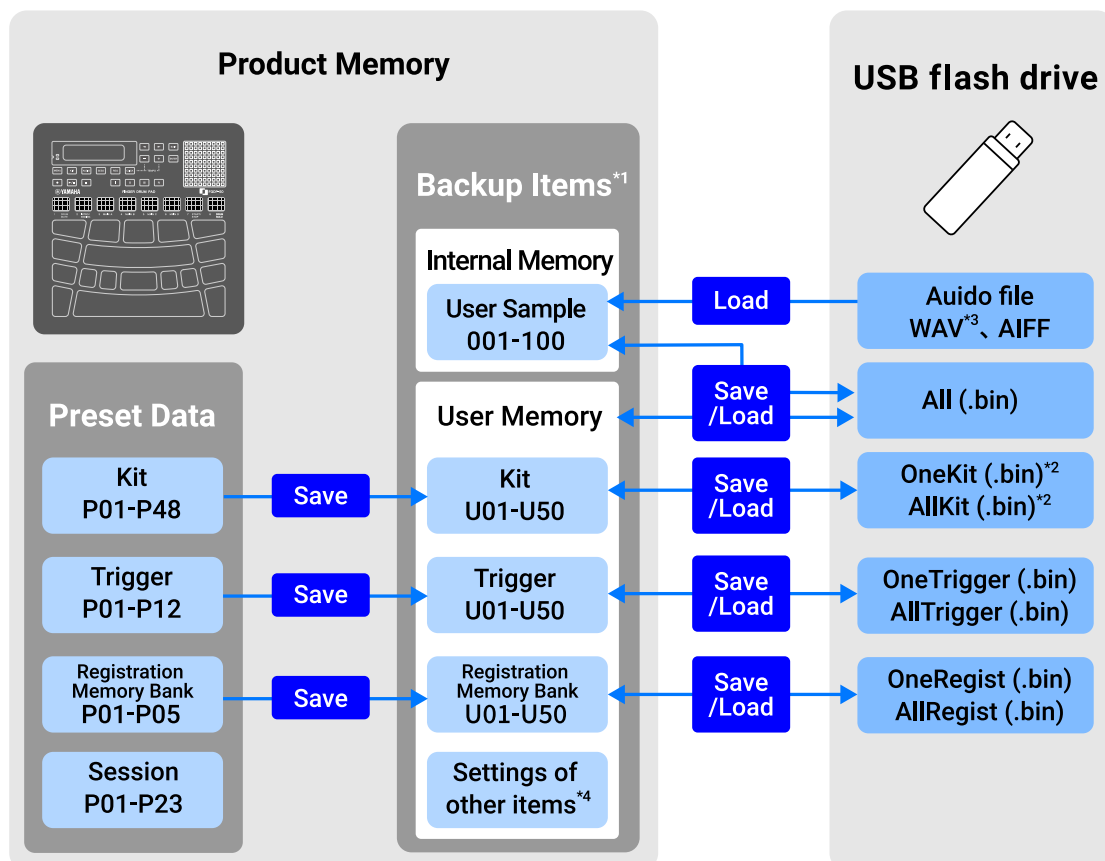
*1 Items whose settings are maintained even when the power is turned off

*2 Includes Save/Load for User Samples that are used in the Kit

*3 WAV files can be played back with the USB Audio Player function. In addition, WAV files can be recorded with the USB Audio Recorder function. See this page for details about the USB audio player. See this page for details about the USB audio recorder.

*4 The applicable items are as follows.

• Settings in Kit Mode

• Settings in Audio Mode (excluding file selection numbers)

• Settings in Session Creator Mode

• Settings in Registration Memory Bank Mode

• Tempo

• Volume of sound output from the built-in speakers (See this page for details.)

• Volume of sound output from the [PHONES/OUTPUT] jack (See this page for details.)

• Settings in [MENU]→Mixer

• Settings in [MENU]→Click

• Settings in [MENU]→Trigger

• Settings in [MENU]→Utility

Playing the Pads

When you hit a Pad with your finger, the Voice assigned to that Pad will be heard. The intensity of the sound depends on how hard you hit the Pad. If you continue to press the Pad further, for some Pads the Voice will simply fade out, and for others the Voice will repeat in time with the current tempo.
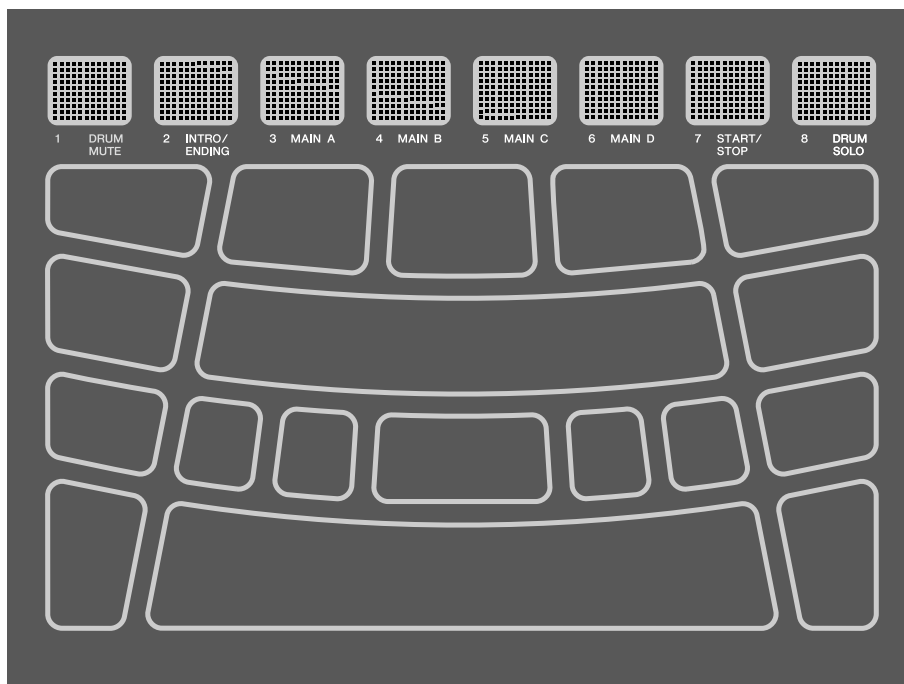
Adjusting the volume

Use the Volume Up (+)/Down (-) buttons on the side of the unit to adjust the overall volume.
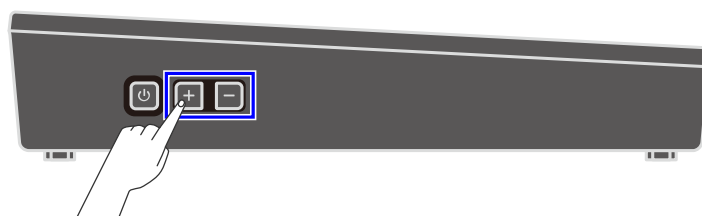
If no cable is connected to the [PHONES/OUTPUT] jack, the volume output from the built-in speaker can be adjusted in the range 0–32.
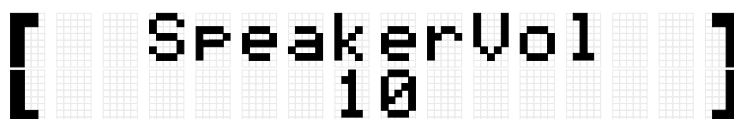
If a cable is connected to the [PHONES/OUTPUT] jack, the volume output from that jack

can be adjusted in the range 0–32.

```
[  PhonesOutVol  ]
[       10       ]
```

Press the Volume Down (-) button to decrease the volume. If you press and hold this button, the volume will continue to decrease for as long as you hold it. Press the Volume Up (+) button to increase the volume. If you press and hold this button, the volume will continue to increase for as long as you hold it. Press both buttons at the same time to return the volume to its default value.

NOTE

• The default setting for volume has been set for a good balance between volume and sound quality.

• You can make individual volume adjustments to the various sounds that can be played by this product. See this page for details.

Starting and stopping the Click sound

You can play a Click sound to help you follow the tempo.
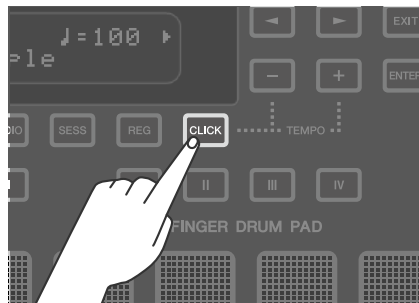
The Click sound is toggled on and off each time the [CLICK] button is pressed (short press). While the Click sound is playing, the [CLICK] button blinks in accordance with the currently set tempo. It blinks red only on the first beat of each measure, and blue on all other beats.

NOTE

• You can change the Click volume, beat, and other settings in [MENU]→Click.

• The Click sound does not start/stop when you press the [CLICK] button down. It starts/stops when you release the button.

Changing the tempo

You can change the tempo (♩=30–300) of the Sequencer for functions such as Click and Session Creator. Press the [+] or [-] button while holding down the [CLICK] button to display a pop-up screen of tempo values on the LCD screen.
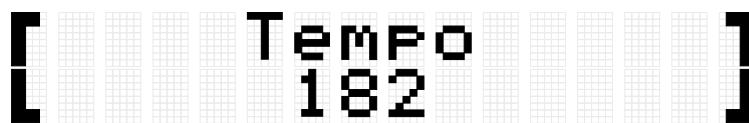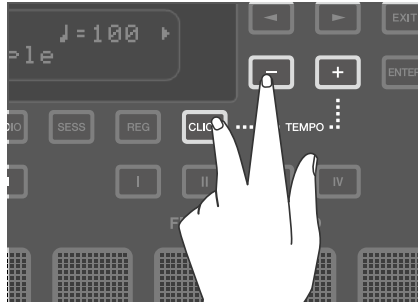
Press the [-] button in this state to slow down the tempo. If you press and hold this button, the tempo will continue to slow down for as long as you hold it. Press the [+] button in this state to speed up the tempo. If you press and hold this button, the tempo will continue to speed up for as long as you hold it.

NOTE

• Press the [+] and [-] buttons at the same time in this state to return the value of the current tempo to the initial tempo of the selected Session.

• If you hit one of the Pads three or more times while holding down the [CLICK] button, the tap tempo function (Tap Tempo) sets the tempo based on the average time between each Pad hit.

Selecting a Kit (changing all Pad sounds at once)

The collection of sounds assigned to all Pads is called a "Kit." This product includes Kits for a wide variety of music genres. Select a Kit that best fits your style of playing.

Preset Kit P01

Kit ♩=100 ▶
P01 Maple
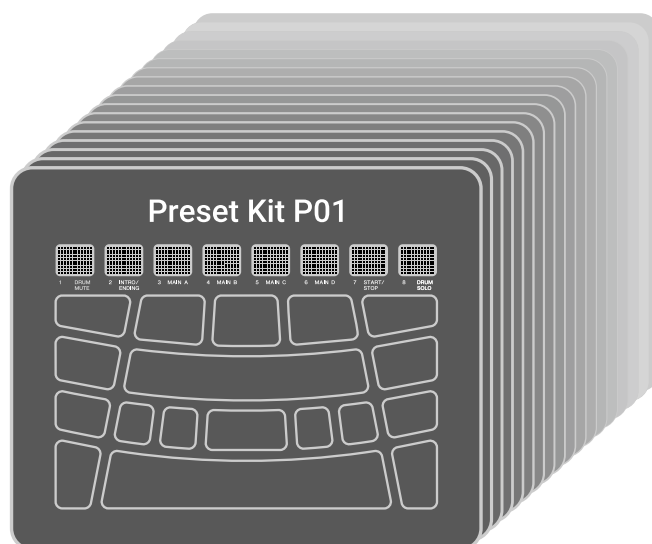
To select a Kit, press the [+] or [-] button on the top screen of Kit Mode. Press both the [+] and [-] buttons at the same time to return to the default setting of P01. See the Kit List for an overview of the preset Kits included in this product.

Turning off sounds

Press the [EXIT] button on the top screen of Kit Mode to turn off the Click sound and the sounds made by the Kit and Session.

Kit List

No.	Kit Name (Display)	Descriptions
P01	**Maple**	A kit recorded on a drum kit with maple shells, notable for its warm sound and enduring sustain.
P02	**EDM Red**	A kit suitable for playing electronic music, focusing on carefully selected kicks and snares for immediate success.
P03	**DistRock**	A kit with distortion applied throughout, giving it a distorted tone with a memorable rock-style punch.
P04	**HouseRose**	A kit suitable for house performances, featuring a tight, machine-like sound.
P05	**R&B**	The perfect kit for playing R&B, featuring samples from classic drum machines.
P06	**DubStepSun**	This dubstep-oriented kit adds a distinctive bass to the toms.
P07	**BigBeat**	An excellent kit for Big Beat music, making extensive use of distortion effects to give it an amazing sound.

P08	Gate	A kit with the classic gated reverb sound so popular in the eighties.
P09	HipHopGold	Great for hip-hop performances, this kit features a dry snare sound with an old-school kick.
P10	ModernJazz	The perfect kit for playing jazz, with ride cymbal bows positioned at C1 and C2 for greater freedom when playing a swing beat.
P11	Oak	Recorded from an oak shell drum kit, this kit boasts a powerful bass and rich mid-range.
P12	Birch	Recorded from a birch shell drum kit, this kit has a distinctive sustain in its mid- and low-range, and a tight top end.
P13	Beech	Recorded using a beech shell drum kit, this kit has a clean attack and a hard sound with deep mids.
P14	GaragePunk	The perfect punk kit, with a fat, driving sound.
P15	Vintage50s	A warm vintage sound from the early days of 50s rock and roll.
P16	Vintage70s	A fat, warm, vintage sound reminiscent of rock's golden age in the 70s.
P17	ClassicJazz	Based on the Vintage50s kit, ClassicJazz has the ride cymbal bows positioned at C1 and C2 for greater freedom when playing swing beats.
P18	Funk	A great kit for playing funk, with a tight, dry sound.
P19	NeoSoul	Intended for use when playing Neo Soul, this kit features high-pitched toms with a long sustain, and a clap sound assigned to the snare (S1).
P20	Metal	A strong attack and clear kick make this a great kit for heavy metal.
P21	HardRock	A hard rock kit with a loud, powerful sound.
P22	Phaser	Based on the Birch kit, this kit features a strong phaser effect.
P23	DigiRock	The perfect kit for playing rock, with a combination of electro sounds. Enjoy the deep flanging effect.
P24	Reggae	A great reggae kit, with timbales and a high-pitched snare.
P25	EDM Yellow	An EDM kit with a reverb reminiscent of stadium performances.
P26	EDM Blue	A kit with lively toms that make it great for playing EDM.
P27	EDM Green	The tight, machine-like sound makes EDM Green a good choice for EDM performances.
P28	HouseMint	The perfect kit for house music, featuring toms with powerful mids and lows.

P29	HipHopSilver	Layered snares make this kit an excellent choice for playing hip-hop.
P30	DubStepMoon	A dubstep kit with unique voice sounds assigned to the toms.
P31	Drum`nBass	A drum'n bass kit with a high-pitched snare assigned to S2.
P32	BeatBoxPine	Great for beatbox-style performances, this kit features an extra-powerful mid- and low-range.
P33	BeatBoxPeach	Intended for BeatBox performances, BeatBoxPeach has a light feel thanks to its overall focus on mids and highs.
P34	RX	A kit recorded using sound from Yamaha's legendary RX Series digital drum machines.
P35	T8	Recorded using sounds from classic analog drum machines, this kit can be used for a wide range of genres from the 80s to modern music.
P36	T9	A kit recorded using sounds from classic analog drum machines, perfect for techno and house performances.
P37	Analog	Recorded using sounds from classic analog drum machines, this kit is perfect for performing 80s dance music.
P38	PercsMaster	A percussion kit featuring a range of percussion instruments from around the world that are sure to make sessions an immediate success.
P39	Cuban	Perfect for playing Cuban music, this kit features timbales on the left and right pads.
P40	Brazil	A percussion kit built around classic percussion instruments from Brazil, intended for playing batucada.
P41	Africa	This percussion kit features a collection of classic percussion instruments from Africa, and is focused on djembe performance.
P42	Arabic	This percussion kit features a collection of classic percussion instruments from Arabia, and is focused on darabuca performance.
P43	IndianPop	This kit combines classic Indian percussion instruments with electro-sounds, making it perfect for Bollywood music.
P44	China	Featuring a collection of classic Chinese percussion instruments, the China kit has paigu assigned to the left and right pads.
P45	Japan	With a collection of classic Japanese percussion instruments, the Japan kit has unique samples assigned to C1 and C2.
P46	Orchestra	A percussion kit featuring a range of percussion instruments used in orchestral performance, with timpani assigned to the left and right pads.
P47	SE&VocalEast	This kit features a variety of sound effects, as well as Japanese-style vocals assigned to A1 through A3.

P48	**SE&VocalWest**	This kit features a variety of vocal samples and spacious-feeling sound effects.

Trying the Choke settings

After selecting "P01 Maple," try hitting Pads H1, H2, and H3.

When [MENU]→Utility→PadLayout is set to "Right" (default setting)

If you hit Pad H2 (hi-hat open cymbal) and then Pad H1 or H3 (hi-hat closed cymbal), you will hear that the sound of H2 (hi-hat open cymbal) disappears. This playing style is achieved with the following settings.

- [KIT]→PadEdit→ChokeGroup

  Pads H1, H2, and H3 are set to form a "Choke Settings Group." In this example, all three Pads are set to group "16."

- [KIT]→PadEdit→ChokeMode

  Pads H1 and H3 are set to "Send," which mutes another Pad sound in the Group, while Pad H2 is set to "Receive," which is muted by another Pad in the Group.

Trying the Note Repeat function

After selecting "P02 EDM Red," press Pad K further.

You will hear the bass drum sound repeating at quarter-note intervals along with the current tempo. This playing style is achieved with the following settings.

• [KIT]→PadEdit→NoteRepRat=1/4

   Pad K is set to repeat at quarter-note intervals.

Playing the Pads along with music

You can enjoy playing the Pads along with music, such as with the Session Creator or a song played back from an external device.

Playing along with Session Creator

You can play the Pads while playing back musical phrases with the Session Creator. See this page for details.
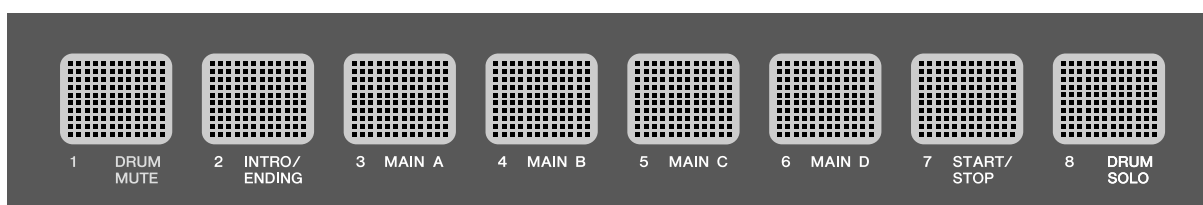
If you want to balance the volume of Session Creator with other parts such as the sounds from the Pads, use [MENU]→Mixer→SessionVol to adjust the volume.

Playing along with songs on a USB flash drive

You can play the Pads along with audio files (WAV) in the root directory of a USB flash drive. See this page for details about how to play audio files.
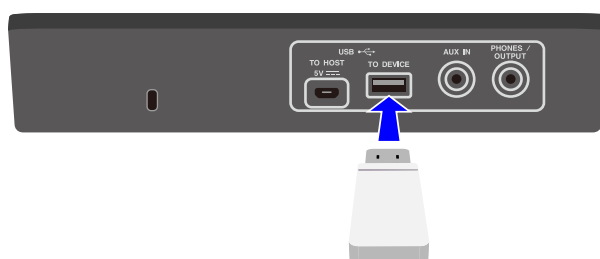
If you want to balance the volume of the audio files with the sounds from the Pads, use [MENU]→Mixer→AudioVol to adjust the volume.

Playing along with songs on a mobile music player

1. Use an audio cable to connect a mobile music player to the [AUX IN] jack.
See this page for details about how to connect a mobile music player.

2. Play a song on your mobile music player.

NOTE

If you want to balance the volume of the mobile music player with the sounds from the Pads, either adjust the volume on the mobile music player or use [MENU]→Mixer→ AuxInAudioVol.

Playing along with songs on a computer/smart device

1. Use a USB cable to connect a computer/smart device to the [USB TO HOST] terminal.
See this page for details about how to connect a computer/smart device.

2. Play a song on your computer/smart device.

NOTE

• If you want to balance the volume of the computer/smart device with the sounds from the Pads, either adjust the volume on the computer/smart device or use [MENU]→Mixer →AudioVol.

• In addition to the USB connection, you can use the audio cable connection between the headphone jack of your computer/smartphone/tablet and the [AUX IN] jack.

• An audio loop will be created if a computer/smart device is connected to this product via USB and if [AUDIO]→RecSetting→RecSource→Session&Audio is set to "On." See this page for details.

Panel Lock

This function lets you temporarily disable (lock) button functions other than the Pads, so you will not inadvertently execute a button operation while performing. At the top screen of any mode other than Menu Mode, press and hold the [EXIT] button to enable the Panel Lock function. When the Panel Lock function is enabled, an "L" appears in the top row of the LCD screen.

```
[    Panel Lock    ]
          On
```

```
Kit■            ♩=100 ▶
P01 Maple
```

Execute the same operation again to disable the Panel Lock function.

```
[    Panel Lock    ]
          Off
```

```
Kit             ♩=100 ▶
P01 Maple
```

NOTE

• Even when the Panel Lock function is enabled, the power can still be turned off with the Standby/On button.

[KIT] Editing a Kit

In Kit Mode, you can edit settings such as the effects for an entire Kit and the Voices for each Pad, and save those settings as a User Kit.

Basic procedure (from editing to saving a Kit)

The steps for editing settings in Kit Mode and saving them as a User Kit (U01–U50) are shown below.

1. Press the [+] or [-] button on the top screen of Kit Mode to select a Kit.
See this page for details.

2. Use the [<] and [>] buttons to select a setting and the [+] and [-] buttons to edit that setting.
The following four types of settings can be edited.
- KitEdit: Settings related to the Kit (all Pads)
- PadEdit: Settings related to the operation of each Pad
- VoiceEdit: Settings related to the Voices assigned to Pads
- Interlock Edit: Linking the settings for each Pad

3. After editing the settings, return to the top screen of Kit Mode and press the [ENTER] button to go to the User Kit save screen.

```
Kit          ♩=100  ▶
P01⬛Maple
```

[ENTER] ↓

```
  ˪Save to           ▶
U01 User
```

4. Use the [+] and [-] buttons to select the User Kit number (U01–U50) that is the save destination.

```
    ˪Save to        ▶
  U01 User
```
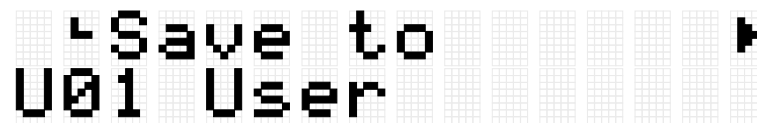
5. Press the [ENTER] button to display the Kit Name edit screen. The cursor will appear at the left end of the Kit Name.

```
    ˪Name           ▶
  U01 ⬛aple
        ↑
```

6. Edit the Kit Name.
Use the [<] and [>] buttons to move the cursor and then use the [+] and [-] buttons to select a character at the cursor position. Repeat these steps to finish the name. See this page for details.

```
  ◀˪Name            ▶
  U01 Maple_
           ↑
```
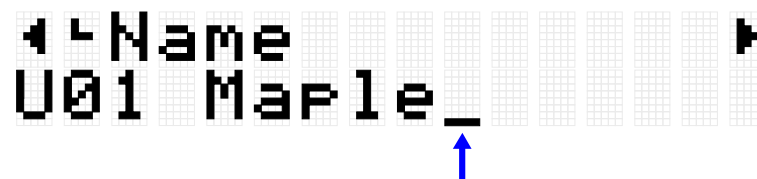
7. After editing the Kit Name, press the [ENTER] button to display the confirmation screen before saving.
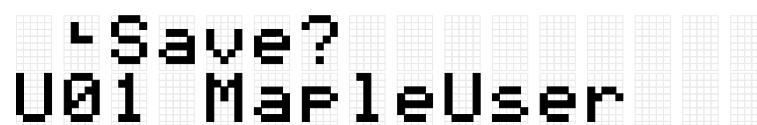
```
    ˪Save?
  U01 MapleUser
```

You can press the [EXIT] button here to cancel this operation.

8. Press the [ENTER] button again to save the User Kit.
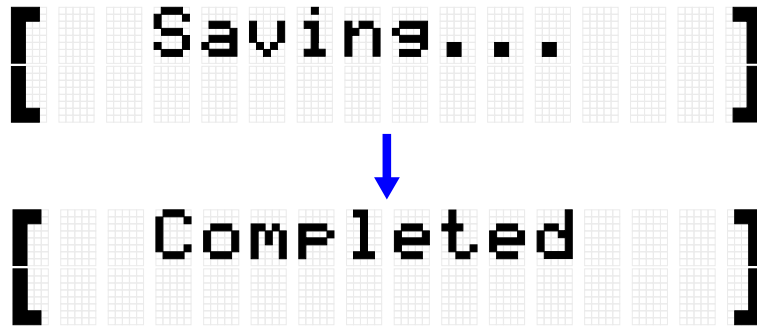
"Saving..." is displayed, and then after a few moments "Completed" is displayed to indicate that the User Kit has been saved.

NOTE

• User Kits (U01–U50) can be saved in the root directory of a USB flash drive. See the section on [MENU]→File for details.

• The edited state of the currently selected Kit is maintained when the power is turned off, even if it has not been saved as a User Kit. See this page for details about which items have their settings maintained even when the power is turned off.

Kit Edit

This detailed explanation corresponds with Step 2 of the "Basic procedure."
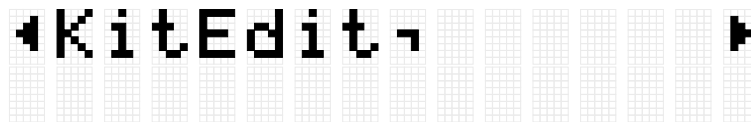
You can configure the settings for the currently selected Kit (all Pads). Press the [ENTER] button to move to the KitEdit menu level. Use the [<] and [>] buttons to select a item and the [+] and [-] buttons to set the value for that item. Default values are unique to each Kit.

Item (Display)	Description	Setting Range
KitVolume	Adjust the volume of the Kit.	0–127
ReverbType	Select the type of reverb to be applied to the Kit.	See the Reverb Type List for details.
ReverbSend	Adjust the amount of reverb applied to the Kit (send amount). The amount applied to each Pad Voice is multiplied by the value set for VoiceEdit→ReverbSend.	0–127
ChorusType	Select the type of chorus to be applied to the Kit.	See the Chorus Type List for details.

ChorusSend	Adjust the amount of chorus applied to the Kit (send amount). The amount applied to each Pad Voice is multiplied by the value set for <u>VoiceEdit→ChorusSend</u>.	0–127
VariationType	Select the type of variation to be applied to the Kit.	See the <u>Variation Type List</u> for details.
VariationSend	Adjust the amount of variation applied to the Kit (send amount). The amount applied to each Pad Voice is multiplied by the value set for <u>VoiceEdit→VarSend</u>.	0–127

Reverb Type List

No.	Reverb Type (Display)	Full Name
01	**NoEffect**	No Effect
02	**Room1**	Room 1
03	**Room2**	Room 2
04	**Room3**	Room 3
05	**Room4**	Room 4
06	**Hall**	Hall
07	**Stage**	Stage
08	**Plate**	Plate
09	**EarlyRef**	Early Reflection
10	**GateReverb1**	Gate Reverb 1
11	**GateReverb2**	Gate Reverb 2
12	**ReverseGate**	Reverse Gate

Chorus Type List

No.	Chorus Type (Display)	Full Name
01	**NoEffect**	No Effect
02	**Distortion**	Distortion
03	**Overdrive**	Overdrive
04	**AmpSim**	Amp Simulator
05	**Chorus 1**	Chorus 1
06	**Chorus 2**	Chorus 2
07	**Flanger**	Flanger
08	**Phaser**	Phaser

09	**AutoWah**	Auto Wah
10	**RingModulator**	Ring Modulator
11	**DelayDoubling**	Delay Doubling

Variation Type List

No.	Variation Type (Display)	Full Name
01	**NoEffect**	No Effect
02	**Compressor**	Compressor
03	**V DistHard**	V Distortion Hard
04	**V DistHardDly**	V Distortion Hard + Delay
05	**TempoDelay 1 8**	Tempo Delay 1 8th
06	**TempoDelay 1 T**	Tempo Delay 1 Triplet
07	**TempoDelay 1 D**	Tempo Delay 1 Dotted
08	**TempoDelay 2 8**	Tempo Delay 2 8th
09	**TempoDelay 2 T**	Tempo Delay 2 Triplet
10	**TempoDelay 2 D**	Tempo Delay 2 Dotted
11	**DelayLCR**	Delay LCR
12	**CrossDelay 1**	Cross Delay 1
13	**CrossDelay 2**	Cross Delay 2
14	**Echo**	Echo
15	**DeepChorus**	Deep Chorus
16	**Phaser**	Phaser
17	**DynPhaser**	Dynamic Phaser
18	**GM Flanger**	GM Flanger
19	**DynFlanger**	Dynamic Flanger
20	**RingModulator**	Ring Modulator
21	**DynRingMod**	Dynamic Ring Modulator
22	**AutoWah**	Auto Wah
23	**TouchWah**	Touch Wah
24	**DynFilter**	Dynamic Filter

Pad Edit

This detailed explanation corresponds with Step 2 of the "Basic procedure."
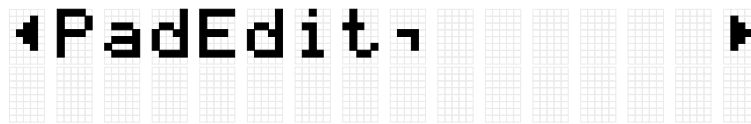
◄PadEdit┐   ►

You can set the operation for each Pad in the currently selected Kit. Press the [ENTER] button to move to the PadEdit menu level. Use the [<] and [>] buttons to select one of the items in the following list, and hit the Pad whose settings you want to change. The number of the designated Pad appears in the upper right corner of the LCD screen. Use the [+] and [-] buttons to set the value for that item.

┌NoteRepRat S1►
1/32

Default values are unique to each Kit.

Note Repeat when operating Pads

Item (Display)	Description	Setting Range
NoteRepRat	Abbreviation for "Note Repeat Rate." When this is set to anything other than Off, the Voice assigned to a Pad will be generated repeatedly at the set interval according to the current tempo while that Pad is pressed further (while Aftertouch is enabled). **When Note Repeat Type = Down (down beat)** If the time signature is 4/4, a Note Repeat setting of 1 repeats the Voice only on the first beat of the measure, 1/2 repeats only on the first and third beats, 1/4 repeats on all beats, 1/8 repeats at eighth-note intervals, 1/16 repeats at sixteenth-note intervals, and 1/32 repeats at thirty-second-note intervals. If the value ends with a T (Triplet), the Voice will repeat on triplets of each of these settings. **When Note Repeat Type = Up (up beat)** If the time signature is 4/4, a Note Repeat setting of 1 repeats the Voice only on the third beat of the measure, 1/2 repeats only on the second and fourth beats, 1/4 repeats on the "and" of all beats, 1/8 repeats on the "and" of each eighth-note, 1/16 repeats on the "and" of each sixteenth-note, and 1/32 repeats on the "and" of each thirty-second-note. If the value ends with a	Off, 1, 1/2, 1/2T, 1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32

	T (Triplet), the Voice will repeat on triplets of each of these settings. **NOTE** To add swing to Note Repeat, configure the [MENU]→Utility→Swing.	
NoteRepTyp	Abbreviation for "Note Repeat Type." This sets whether a Pad Voice is repeated on the down beat or the up beat when using Note Repeat Rate.	Down, Up

Note On/Off when operating Pads (Hold Mode)

Item (Display)	Description	Setting Range
HoldMode	This switches the behavior of the Note On/Off output when the designated Pad is hit. When set to "Off," Note On is output when the Pad is hit, and Note Off is output if Aftertouch is not used. When set to "On," Note On and Note Off are output alternately each time the Pad is hit. If Note Repeat Rate for the designated Pad is set to anything other than Off, setting this item to "On" will toggle start/stop for Note Repeat each time the Pad is hit. If a User Sample is assigned to a Voice on the designated Pad, setting this item to "On" will toggle start/stop for repeat of the User Sample each time the Pad is hit.	Off, On

Mute when operating Pads

Item (Display)	Description	Setting Range
NoteOnMut	Abbreviation for "Note On Mute." This is used to mute "On" or not mute "Off" the Voice when a Pad that is being played back is sending Note On. (If "HoldMode"="Off," hit the Pad one more time. If "HoldMode"="On," hit the Pad two more times.)	Off, On
NoteOffMut	Abbreviation for "Note Off Mute." This is used to mute "On" or not mute "Off" the Voice when a Pad that is being played back is sending Note Off. (If "HoldMode"="Off," do not press the Pad further. If "HoldMode"="On," hit the Pad one more time.)	Off, On

Mute/Playback of Pad Groups when operating Pads (Choke/Link)

Item (Display)	Description	Setting Range
ChokeGroup	By hitting a Pad, you can naturally mute the Voice of all Pads that are being played back. The group of Pads to be muted can be grouped together as a Choke Group. You can save up to 16 Choke Groups. Here, the designated Pad is registered to one of the Choke Groups.	Off, 1−16
ChokeMode	This sets whether the specified Pad sends ("Send") or receives ("Receive") a mute command within the Choke Group.	Send, Receive, Send&Receive
LinkGroup	By hitting a Pad, you can play back the Voices that are assigned to other Pads simultaneously. The group of Pads to be played back simultaneously can be grouped together as a Link Group. You can save up to 16 Link Groups. Here, the designated Pad is registered to one of the Link Groups.	Off, 1−16
LinkMode	This sets whether the designated Pad is playing back other Pads ("Send") in the Link Group or being played back ("Receive.")	Send, Receive, Send&Receive

Effective velocity range for Voices when operating Pads (Velocity Limit)

Item (Display)	Description	Setting Range
VelLow	Abbreviation for "Velocity Limit Low." This sets the lower limit of velocity required for playback. Voices that are assigned to Pads will play back at velocities higher than the value set here. If this item is set to a value greater than that for Velocity Limit High, playback will occur when the velocity is between 1 and the value set for Velocity Limit High and between the value set for Velocity Limit Low and 127.	1−127
VelHigh	Abbreviation for "Velocity Limit High." This sets the upper limit of velocity required for playback. Voices that are assigned to Pads will play back at velocities lower than the value set here. If this item is set to a value less than that for Velocity Limit Low, playback will occur when the velocity is between 1 and the value set for Velocity Limit High and between the value set for Velocity Limit Low and 127.	1−127

Effect of hitting the same Pad repeatedly

| Item (Display)	Description	Setting Range
Humanize	When this is turned on (1−4), a natural variation is applied so that the Voice is not too uniform when the same Pad is hit repeatedly. The effect becomes greater as the value increases.	Off, 1−4

Functions when a Pad is hit

See this page for details.
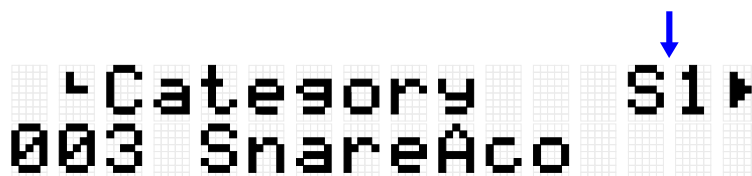
Functions when a Pad is pressed further (Aftertouch)

See this page for details.

Voice Edit

This detailed explanation corresponds with Step 2 of the "Basic procedure."
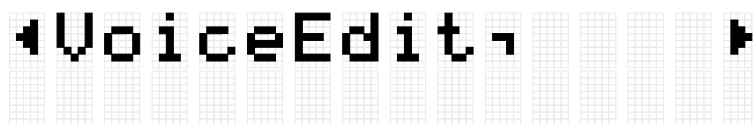
◀VoiceEdit┐   ▶

You can configure the settings for the Voices assigned to each Pad in the currently selected Kit. Press the [ENTER] button to move to the VoiceEdit menu level. Use the [<] and [>] buttons to select one of the items in the following list, and hit the Pad whose settings you want to change. The number of the designated Pad appears in the upper right corner of the LCD screen. Use the [+] and [-] buttons to set the value for that item.

└Category   S1▶
003 SnareAco

Default values are unique to each Kit.

Selecting a Voice

Item (Display)	Description	Setting Range

Category	Select the category of the Voice for the designated Pad. Each time you use the [+] and [-] buttons to switch between categories, the first Voice of the category is selected and an audition sound is played.	See the Voice Category List for details.
Number	Select the Voice for the designated Pad. Each time you use the [+] and [-] buttons to switch between Voices, an audition sound is played.	See the Voice List for details.

1. Press the [ENTER] and then move to "Category."

```
 ˪Category     S1▸
003 SnareAco
```

2. Hit the Pad for which you want to change the Voice.

```
 ˪Category     T6▸
005 TomAco
```

3. If necessary, use the [+] and [-] buttons to select a Voice category.
Each time a selection is made, the first Voice of the category is generated (auditioned) and the corresponding Voice number is selected. See this page for the Voice Category List.

```
 ˪Category     T6▸
006 TomElect
```

4. Press the [>] button to move to "Number."

```
◂˪Number       T6▸
001 RX H
```

5. Press the [+] and [-] buttons to select a Voice.
Each time a selection is made, the corresponding Voice is generated (auditioned). See this page for the Voice List.

```
◂˪Number       T6▸
002 RX M
```

To change to another Pad Voice, repeat the above steps.

NOTE

- To return a changed sound (voice) to its default setting, press the [+] and [-] buttons at the same time.
- You can change the volume (velocity) of a Pad Voice that is generated (auditioned) in [MENU] →Utility→AuditionVel.
- The operation of selecting a Voice sets all Voice-related settings (Volume-VarSend) to the default values for the selected Voice.

Voice Category List

No.	Display	Full Name
001	**KickAco**	Acoustic Kick
002	**KickElect**	Electro Kick
003	**SnareAco**	Acoustic Snare
004	**SnareElect**	Electro Snare
005	**TomAco**	Acoustic Tom
006	**TomElect**	Electro Tom
007	**HHAco**	Acoustic Hi-hat
008	**HHElect**	Electro Hi-hat
009	**CymbalAco**	Acoustic Cymbal
010	**CymbalElect**	Electro Cymbal
011	**PercAco**	Acoustic Percussion
012	**PercElect**	Electro Percussion
013	**Clap**	Clap
014	**SE**	SE
015	**VocalFemale**	Vocal Female
016	**VocalMale**	Vocal Male

Voice-related settings

Item (Display)	Description	Setting Range
Volume	Adjusts the volume of the designated Pad Voice.	0−127
Pan	Sets the pan (stereo orientation) of the designated Pad Voice.	L63−C−R63
Tuning	Sets the pitch of the designated Pad Voice (1.0 = 100cent = semitone). For example, a larger value for a snare drum	-24.0−0.0−+24.0

|	results in a higher pitched tuning, and a smaller value for a cymbal results in a larger diameter.	
Decay	Sets the decay (the time it takes a sound to fade) of the designated Pad Voice. For example, a smaller value for a snare drum produces the effect of a muted head, while a smaller value for a cymbal produces a shorter sustain. For open hi-hats, the smaller the value, the more the effect is like closing a half-open hi-hat.	-64–0
Cutoff	Sets the cutoff frequency of the filter applied to the designated Pad Voice.	-64–0–+63
Resonance	Sets the Q of the filter applied to the designated Pad Voice.	-64–0–+63
ReverbSend	Adjusts the amount of reverb applied to the designated Pad Voice (send amount). The amount applied to each Pad Voice is multiplied by the value set for KitEdit→ReverbSend.	0–127
ChorusSend	Adjusts the amount of chorus applied to the designated Pad Voice (send amount). The amount applied to each Pad Voice is multiplied by the value set for KitEdit→ChorusSend.	0–127
VarSend	Abbreviation for "Variation Send." This adjusts the amount of variation applied to the designated Pad Voice (send amount). The amount applied to each Pad Voice is multiplied by the value set for KitEdit→VariationSend.	0–127

Interlock Edit

This detailed explanation corresponds with Step 2 of the "Basic procedure."


If this item is set to On, when you change the settings in [KIT]→PadEdit and [KIT]→VoiceEdit, the settings of symmetrically opposite Pads (H1 and H3, T1 and T6, T2 and T5, T3 and T4) are flipped. If you switch this item from Off to On, these symmetrical Pad pairs will have the same settings, as shown in the figure below.

• If [MENU]→Utility→PadLayout is set to "Right," the settings for the Pads on the right are applied to the Pads on the left.
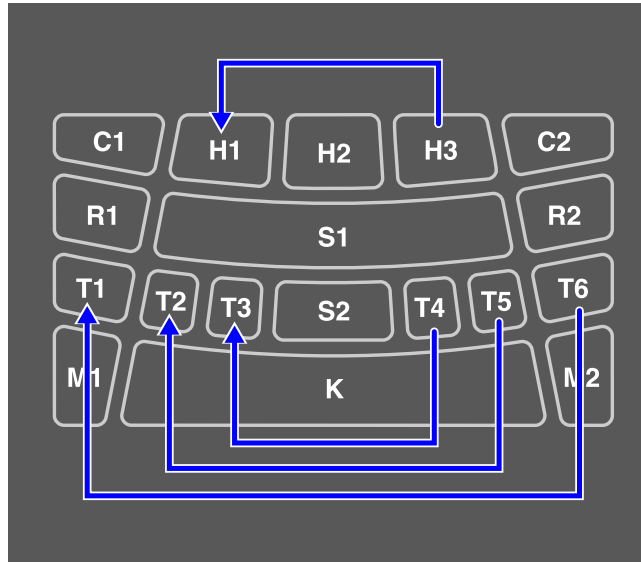
- If [MENU]→Utility→PadLayout is set to "Left," the settings for the Pads on the left are applied to the Pads on the right.
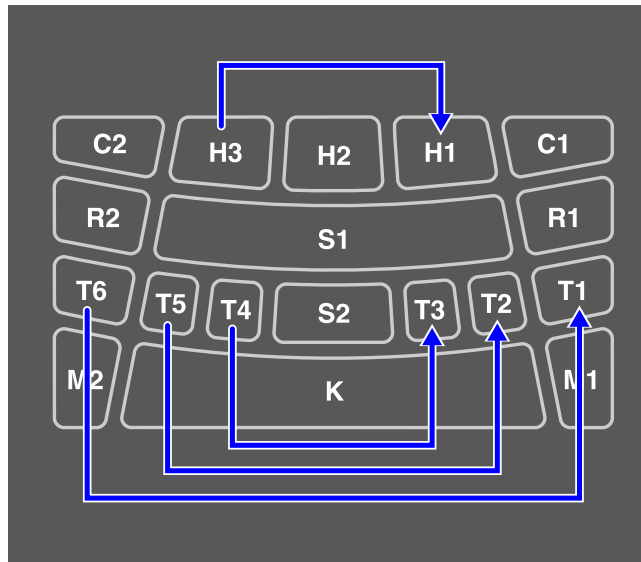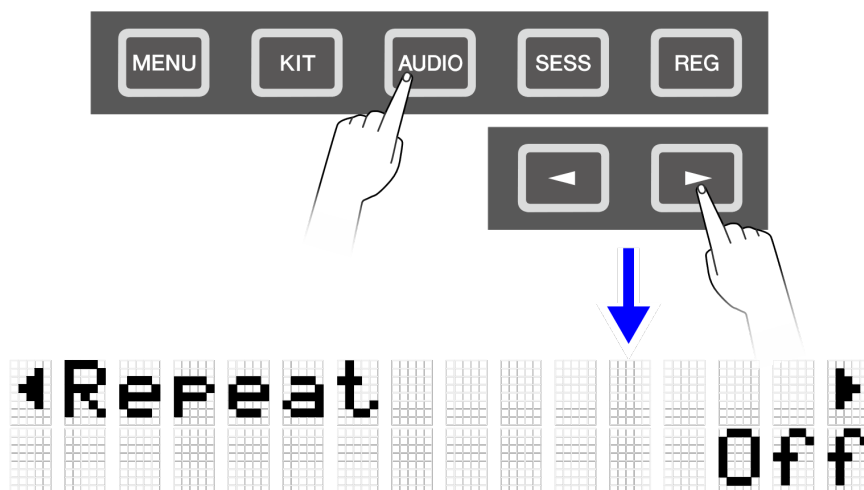
[AUDIO] Using Audio in Your Performance

If you connect a USB flash drive to the [USB TO DEVICE] terminal, you can record your performance as an audio file (WAV) to the root directory and play back audio files (WAV). Audio files (WAV or AIFF) can also be loaded as User Samples into the User Sample Memory on the product and assigned to the Pads.

NOTE

• WAV files can be used for playback/recording functions, and WAV or AIFF files can be used as User Samples to assign to Pads.

• The product will only recognize files in the root directory of a USB flash drive. Therefore, recorded data is also stored in the root directory.

• Be sure to read the Precautions before using the [USB TO DEVICE] terminal.

Playback and recording settings

Press the [>] button on the top screen of Audio Mode ([AUDIO] button on) to display the setting screens for playback and recording.

Playback settings

Item (Display)	Description	Setting Range	Default Setting

		Off, Single, List	Off
Repeat	This sets the playback method for audio files. **Off** Playback will automatically stop after the currently selected file has been played once. **Single** Repeat playback of the currently selected file continues until the Stop button is pressed. **List** All recognizable audio files in the root directory of the USB flash drive are played back sequentially and continuously. Playback continues until the Stop button is pressed.		

RecSetting

Item (Display)	Description	Setting Range	Default Setting
RecGain	This sets the gain (volume level) for the audio to be recorded.	-18, -12, -6, 0, +6, +12, +18 dB	0 dB
RecSource	This is for settings related to the recording source. Press the [ENTER] button to select the following two settings. They can each be set to "ON" (record) or "OFF" (do not record). **Click** If this is set to "On," the click and operation sounds are recorded. **Session&Audio** If this is set to "On," the Session playback sound, audio input from the [USB TO HOST] terminal, and playback of audio files in the root directory of a USB flash drive are recorded. Audio input from the [AUX IN] jack will always be recorded regardless of this setting. When set to "On," an Audio Loopback is configured.	Off, On	On

Audio Loopback

If RecSetting→RecSource→Session&Audio is set to "On," an Audio Loopback (audio sent from an external device to this product is returned to the external device) is configured by connecting the [USB TO HOST] terminal to an external device such as a computer or smart device via USB. This allows you to mix music from an external device with your performance on this product and record that mix to a DAW.

Loop connection

Noise might be generated when a single computer or smart device is connected to both the [AUX IN] jack and the [USB TO HOST] terminal (loop connection). If this occurs, try the following troubleshooting steps.

• Disconnect the cable from the [AUX IN] jack and use only the USB cable for audio communication.

• If you are using a USB cable to charge this product, be sure to connect it to a USB adapter or other power source instead of a computer or smart device.

Recording (USB audio recorder)

1. Connect a USB flash drive to the [USB TO DEVICE] terminal.
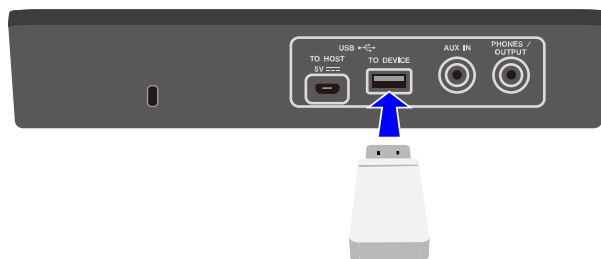
2. If necessary, connect an external device as the recording source.
The following sources can be used for recording.
   • Pad performance
   • Click sound*
   • Session performance*
   • Playback of WAV files in the root directory of a USB flash drive*
   • Audio input via the [USB TO HOST] terminal*
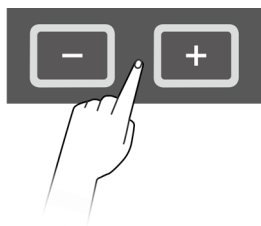   • Audio input via [AUX IN] jack

   * This source must be configured in Step 3 in order to be recorded.

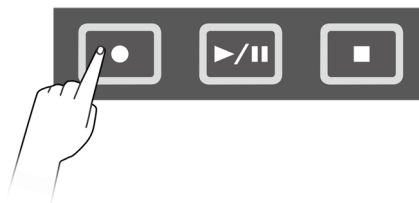**3.** Configure the settings for recording.

```
◀RecSetting◥        ▶
```

Configure the audio gain and other settings to match the connections made in Step 2. See this page for details.

4. If necessary, use the [+] and [-] buttons to select an audio file in the root directory of the USB flash drive.

```
Audio      ■00:00 ▶
Audio_004
```

5. Press the Record button to put the unit into recording standby.

```
[Audio    ■00:00 ]
[Rec Standby     ]
```

You can cancel recording standby by pressing the Stop button.
If you want to record the playback of an audio file in the root directory of the USB flash drive, you can start playback of the file at this point.

**6.** To start recording, press the Record button again.

```
[Audio    ●00:03 ]
[Recording       ]
```

Start the performance to be recorded.
You can play back/stop an audio file while recording.

7. To end recording, press the Stop button.
When recording ends, the audio file is saved in the root directory of the USB flash drive. After the file is saved, the top screen of Audio Mode is displayed with the saved audio file selected.


```
[      Completed      ]
```

```
Audio     ■00:00 ▶
Audio_005
```
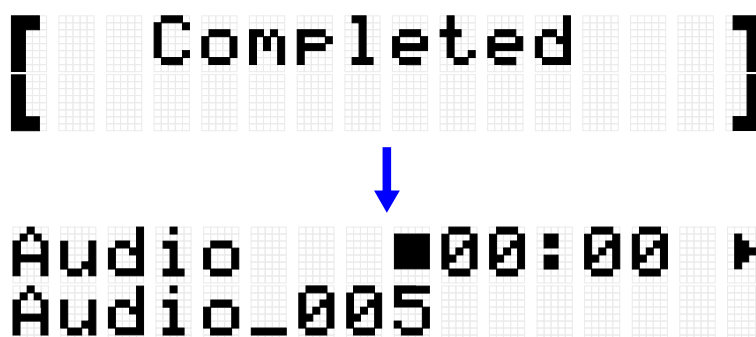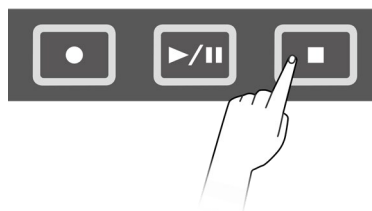
Playing an audio file (USB audio player)

You can play audio files (WAV) stored in the root directory of a USB flash drive, including files that were recorded with this product.

NOTE

- Only audio files that are recognized by the product will be displayed on the LCD screen.

- Due to limitations in the product specifications, some characters cannot be used in the file names that are displayed by this product. For example, Japanese Kanji characters and German umlauts cannot be displayed. Therefore, the file names for some audio files might appear garbled.

- The selection status of audio files can be registered in the Registration Memory. To recall settings related to Audio Mode in the Registration Memory, set [REG]→LoadSetting→ Audio to "On" and save the same file to the root directory of the USB flash drive.

1. Use the [+] and [-] buttons on the top screen of Audio Mode to select a file to play back.
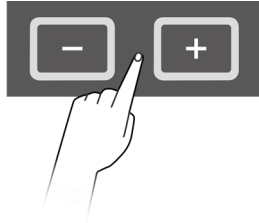
```
Audio     ■00:00 ▶
Audio_001
```

2. To start playback, press the Playback/Pause button.

```
Audio     ▶00:02 ▶
Audio_001
```

3. To stop playback, press the Stop button.

```
Audio     ■00:00 ▶
Audio_001
```

NOTE

• You can press the Playback/Pause button during playback of an audio file to pause the file at the playback position.

Loading audio files as User Samples

Audio files (WAV or AIFF) in the root directory of a USB flash drive can be loaded into the User Sample Memory as User Samples (Voices in Voice Category 017).

Requirements for loading audio files

• Sample format: WAV, AIFF (44.1 kHz, 16-bit, mono/stereo)

• Max. time: Up to approx. 20 seconds per file, approx. 300 seconds (stereo)/600 seconds (mono) in total

Loading a single audio file

1. Press the [MENU] button to enter Menu Mode, and then press the [>] button a few times to move to "File."

```
◄File┐                          ►
```

2. Press the [ENTER] button, and then press the [>] button a few times to move to "OneSample."

```
◄└OneSample┐        ►
```

3. Press the [ENTER] button to display the load screen, and then use the [+] and [-] buttons to select the file you want to load.

```
  └Load                 ►
MySnare
```

4. Press the [ENTER] button to display the load destination selection screen, and then use the [+] and [-] buttons to select a number (001–100).

```
  └Load to              ►
001 User
```

5. Press the [ENTER] button. When the "Load?" confirmation message is displayed, press the [ENTER] button again to load the file.

```
[     Loading...     ]
          51%
```

```
[     Completed      ]
```

"Completed" is displayed to indicate that the file has been loaded.

Loading multiple audio files in one operation

All files in the root directory of a USB flash drive can be loaded together in one operation.

1. Press the [MENU] button to enter Menu Mode, and then press the [>] button a few times to move to "File."

◀ ⌐File¬ ▶

2. Press the [ENTER] button, and then press the [>] button a few times to move to "AllSample."

◀ ⌐AllSample¬ ▶

3. Press the [ENTER] button to display the load screen.

⌐Load ▶
AllSample

4. Press the [ENTER] button again. When the "Load?" confirmation message is displayed, press the [ENTER] button again to load the file.

[Loading...]
[Audio_001]

⬇

[Loading...]
[Audio_005]

⬇

[Completed]
[ ]

"Completed" is displayed to indicate that the files have been loaded.

Assigning User Samples to Pads

You can assign User Samples (Voice Category 017) that have been loaded into the User Sample Memory to Pads to use during performance.

1. After selecting the Kit in which you want to use a User Sample, move to the VoiceEdit screen.

◀VoiceEdit┐   ▶

2. Hit the Pad to which you want to assign the User Sample.

3. Press the [ENTER] button to move to the Voice Category selection screen and then use the [+] and [-] buttons to select "017."

┕Category   S1▶
017 UserSample

4. Press the [>] button to go to the Voice selection screen and then select the User Sample number (001–100) you want to assign.

◀┕Number   S1▶
001 MySnare

The User Sample is now assigned to the designated Pad.

5. Save the Kit as a User Kit (U01–U50), if necessary.
See [this page](#) for details.

[SESS] Performing with the Session Creator

This product includes several built-in phrases from various music genres that you can play back as accompaniment. Each phrase consists of six "sections": an intro section for the beginning of your performance, main sections A–D (four variations) for loop playback, and an ending section for the end of your performance. You can switch between these sections at any time during your performance.



```
Session  ♩=100 ▶
P01 SynthPop
```
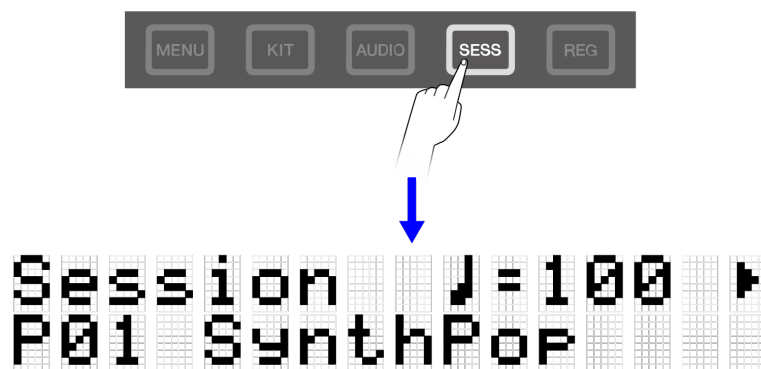
NOTE

If you press the [SESS] button, the last screen that was displayed when you were previously in Session Creator Mode will appear. You can then return to the top screen (Session Select screen) by pressing the [SESS] button again..

Selecting a Session for your performance

1. On the top screen of Session Creator Mode, press the [+] and [-] buttons to select a Session.
See this page for the Session List.

```
Session  ♩=100 ▶
P01 SynthPop
```
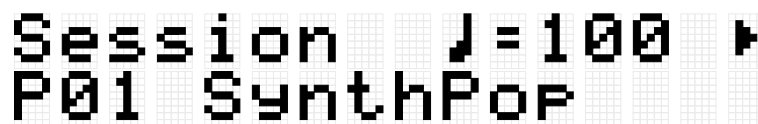
2. Hit the [7 START/STOP] RGB Square Pad to start playback.
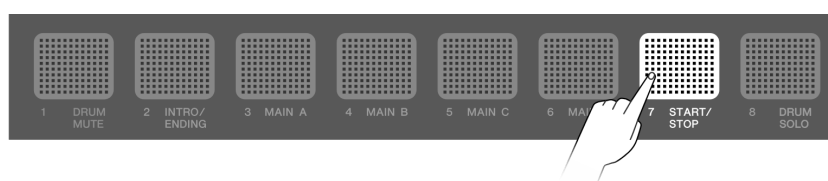
```
Session      1/8 ▶
P01 SynthPop
```

During Session playback, the upper right corner of the screen displays the measure. The denominator indicates the total number of measures in the section currently playing and the numerator indicates the measure of the current playback position.

3. As necessary, you can mute the drums (DRUM MUTE) or play back only the drums (DRUM SOLO).
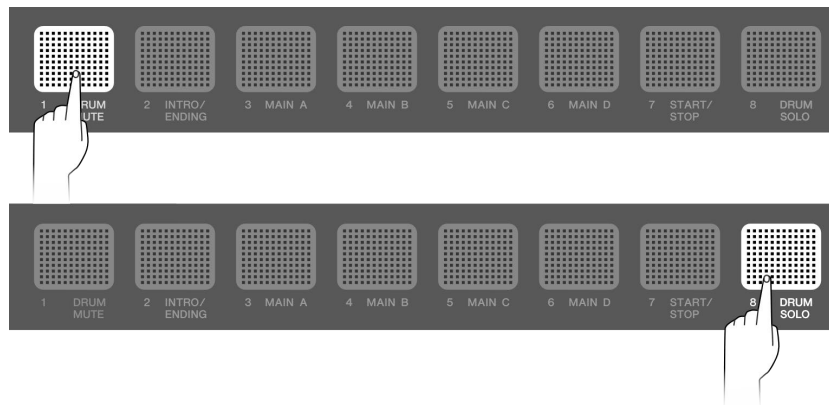
4. To stop playback, hit the [7 START/STOP] RGB Square Pad.
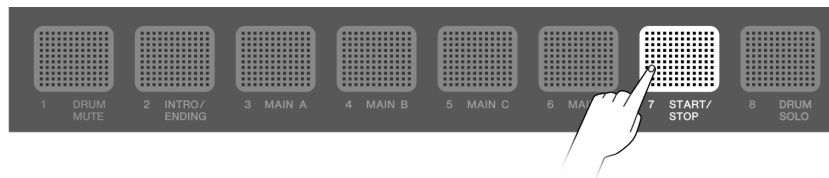
NOTE

· The parts that make up a Session (drums, bass, and 4 other parts) can be turned on and off individually in [SESS]→PartOnOff.

· Session playback will continue even if you move to another mode other than Session Creator Mode. To stop the Session, return to Session Creator Mode and hit the [7 START/STOP] RGB Square Pad.

Session List

No.	Session Name (Display)	Full Name of Session	Tempo	Kit Number	Kit Name (display)
P01	**SynthPop**	Synth Pop	100	P01	Maple

P02	**ElectroPop**	Electro Pop	104	P04	HouseRose
P03	**RockFast**	Rock Fast	182	P14	GaragePunk
P04	**HardRock**	Hard Rock	130	P21	HardRock
P05	**Pop**	Pop	165	P12	Birch
P06	**PopShuffle**	Pop Shuffle	130	P13	Beech
P07	**Funk**	Funk	115	P18	Funk
P08	**R&B**	R&B	82	P05	R&B
P09	**Blues**	Blues	156	P16	Vintage70s
P10	**Metal**	Metal	210	P20	Metal
P11	**House**	House	137	P28	HouseMint
P12	**HipHop**	Hip Hop	96	P09	HipHopGold
P13	**Trance**	Trance	138	P02	EDM Red
P14	**DubStep**	Dub Step	150	P06	DubStepSun
P15	**Drum`nBass**	Drum`n Bass	174	P31	Drum`nBass
P16	**Trap**	Trap	130	P29	HipHopSilver
P17	**Jazz 7/8**	Jazz 7/8	116	P18	Funk
P18	**JazzyHipHop**	Jazzy Hip Hop	91	P09	HipHopGold
P19	**Reggae**	Reggae	100	P24	Reggae
P20	**Latin**	Latin	89	P36	T9
P21	**Industrial**	Industrial	116	P03	DistRock
P22	**Bhangra**	Bhangra	168	P43	IndianPop
P23	**India**	India	131	P38	PercsMaster

Switching Sections

Each session consists of the following six "Sections." You can switch between these Sections at any time during your performance.

Intro

This Section is intended to be used at the beginning of your performance. When playback of the Intro section ends, it switches to the Main sections.

Main A–D

These Sections repeat on a loop until you switch to another section.

Ending

This Section is intended to be used at the end of your performance. When playback of the Ending section ends, Session playback stops.

1. Set the Section you want to play back.
In the example shown in the following figure, playback is set to start with the Intro section and then switch to the Main A section when Intro playback ends. The [2 INTRO/ENDING] RGB Square Pad is on and [3 MAIN A] is blinking.
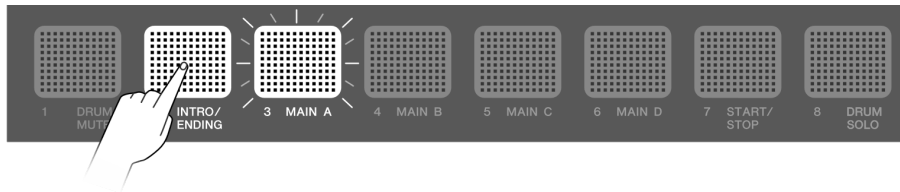

You can set the other Main sections in the same way. In that case, hit the corresponding Pad and then hit [2 INTRO/ENDING].

2. Hit the [7 START/STOP] RGB Square Pad to start playing back the Session.
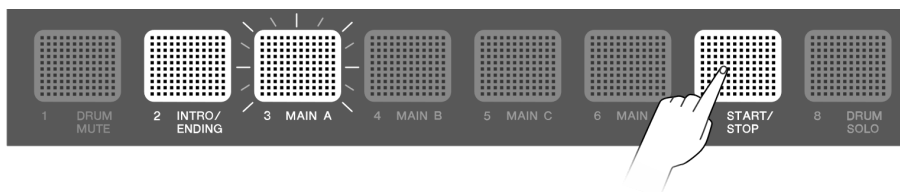
When playback of the Intro section ends, the Session switches to Main A. The [2 INTRO/ENDING] RGB Square Pad turns off and [3 MAIN A] comes on.

3. You can switch freely between the Main A–Main D sections.
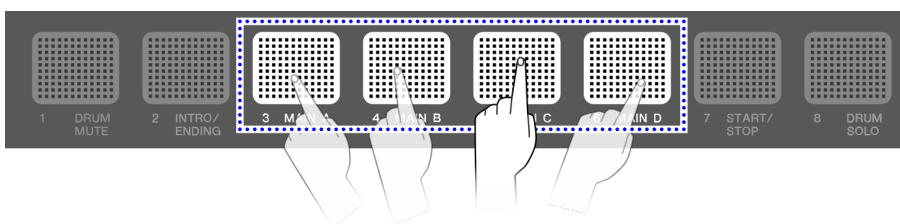
You can configure a variety of settings regarding the timing at which the sections switch when you hit a Pad outside of the section that is currently playing. See this page for details.
If you hit the Pad for a section that is playing, it immediately returns to the beginning of that section and continues playing.

4. To end playback of the Session, hit the [2 INTRO/ENDING] RGB Square Pad.
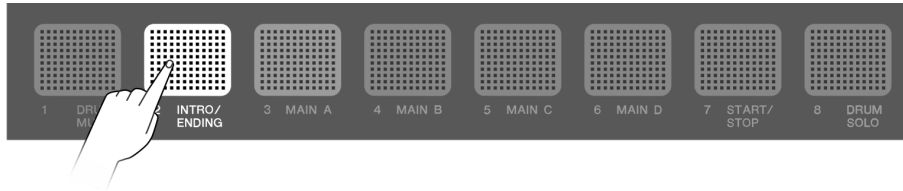
When playback of the Ending section ends, the Session stops playing.
While the Ending section is playing, you can switch to another section by hitting the
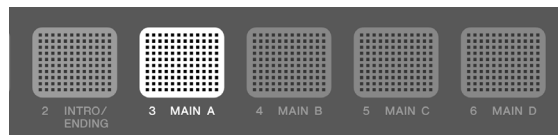Pad for that section.

Section selection state

Stopped

• Starting playback with the Intro section and then switching to the Main section (Main A in
the figure below)

The [2 INTRO/ENDING] RGB Square Pad is on and the Main RGB Square Pad is
blinking in standby.
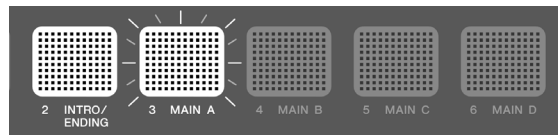
• Starting playback with the Main section (Main A in the figure below)

Only the RGB Square Pad for the corresponding section is on.

• Starting playback with the Ending section (Other sections can be specified after playback
starts.)

If only the [2 INTRO/ENDING] RGB Square Pad is lit, playback will start from the Intro
section and then switch to the Main section (the first state for "Stopped"). This state is
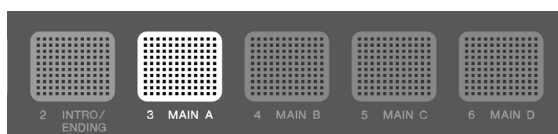achieved by hitting the [2 INTRO/ENDING] RGB Square Pad.
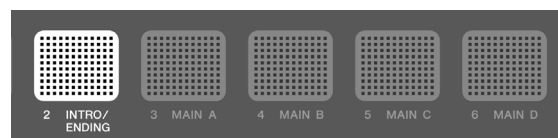
Playing back

• Switching to the Main section while the Intro section is playing (Main A in the figure
below)

The [2 INTRO/ENDING] RGB Square Pad is on and the Main RGB Square Pad to be switched to is blinking.
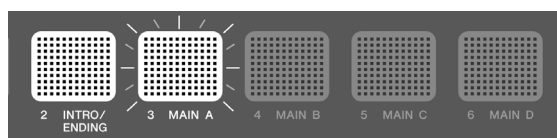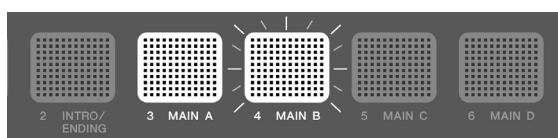

• Main section playing back (Main A in the figure below)

Only the RGB Square Pad for the section that is playing back is on.

• Switching to a different Main section during Main section playback (switching from Main A to Main B in the figure below)

The RGB Square Pad for the Main section that is playing is on, and the RGB Square Pad for the section to be switched to is blinking. See this page for details about how to configure the settings regarding the timing at which the sections switch.
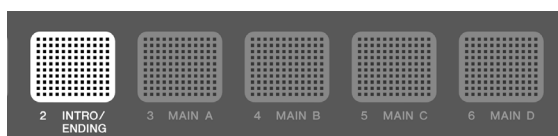

• Switching to the Ending section while a Main section is playing (Main A in the figure below)

The RGB Square Pad for the Main section that is playing is on, and the [2 INTRO/ENDING] RGB Square Pad is blinking. See this page for details about how to configure the settings regarding the timing at which the sections switch.
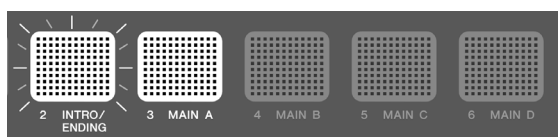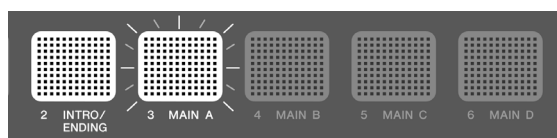

• Playback stops when playback of the Ending section ends

Only the [2 INTRO/ENDING] RGB Square Pad is on.

• Switching to a Main section when playback of the Ending section ends (switching to Main A in the figure below)

The [2 INTRO/ENDING] RGB Square Pad is on and the Main RGB Square Pad to be switched to is blinking.


NOTE

Regardless of whether a Session is playing or stopped, the blinking speed of the RGB Square Pads is synchronized to the current tempo.

Configuring settings for Session playback

You can turn On/Off the individual parts of a Session, and configure settings such as the timing for switching sections. To recall the various settings and section selection states described here with a single touch during your performance, register them in Registration Memory and set [REG]→LoadSetting→Session to "On."

To display the settings screen during Session playback, press the [>] button on the top screen of Session Creator Mode ([SESS] button on).
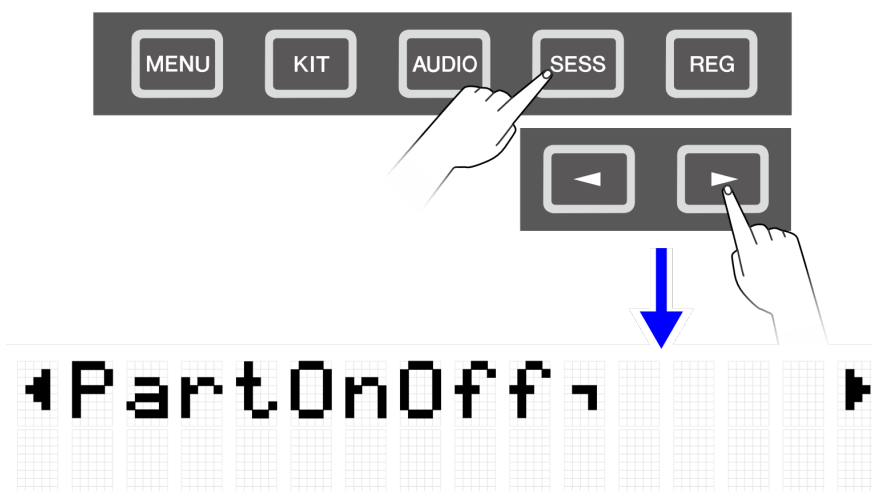
Muting/soloing the drums only

Item (Display)	Description and Setting Range	Default Setting
DrumMuteSolo	**Off** Operates as configured in "PartOnOff." **Mute** Mutes the drums regardless of the setting for "PartOnOff." All	Off

	parts other than the drum part operate as configured in "PartOnOff."
	Solo Plays only the drums regardless of the setting for "PartOnOff."

Turning individual parts on/off

Item (Display)	Description and Setting Range/Default Setting
PartOnOff	Turns on/off the individual parts of a Session. Press the [ENTER] button to move to the menu level that displays each individual part. Then, use the [<] and [>] buttons to select individual parts, and use the [+] and [-] buttons to turn them on or off. <table><tr><th>Part in a Session</th><th>Setting Range</th><th>Default Setting</th></tr><tr><td>Drum</td><td>Off, On</td><td>On</td></tr><tr><td>Bass</td><td>Off, On</td><td>On</td></tr><tr><td>Other1</td><td>Off, On</td><td>On</td></tr><tr><td>Other2</td><td>Off, On</td><td>On</td></tr><tr><td>Other3</td><td>Off, On</td><td>On</td></tr><tr><td>Other4</td><td>Off, On</td><td>On</td></tr></table> **NOTE** The parts (Voices) assigned to Other1–4 vary from Session to Session. In some cases, a part might not be assigned.

Hitting a Pad to start playing a Session (synchronized start)

Item (Display)	Description and Setting Range	Default Setting
SynchroStart	**Off** No setting is configured. **On** When a Pad (except the RGB Square Pads when in Session	Off

	Creator Mode) is hit, the Session will start playing.	

Settings related to the timing for switching sections

Item (Display)	Description and Setting Range	Default Setting
SectionChange	Abbreviation for "Section Change Timing." This sets the timing for switching to the next section when section switching is executed during Session playback. The number of times an RGB Square Pad ([2 INTRO/ENDING] to [6 MAIN D]) for the section to be switched to is hit determines the operation as described below. **Immediate** Hit one time to switch immediately. **Bar&Imm** Hit one time to switch at the end of the current measure, and two times to switch immediately. **Sec&Imm** Hit one time to switch at the end of the last measure of the current section, and two times to switch immediately. **Sec&Bar&Imm** Hit one time to switch at the end of the last measure of the current section, two times to switch at the end of the current measure, and three times to switch immediately.	Sec&Bar&Imm

Settings related to various configurations when switching Sessions

Item (Display)	Description and Setting Range/Default Setting		
LockSetting	This sets whether the individual kit/tempo/section/part settings are changed or maintained (locked) when switching Sessions. Press the [ENTER] button to move to the menu level that displays the lock targets. Then, use the [<] and [>] buttons to select the lock targets, and use the [+] and [-] buttons to set them.		
	Lock Target (Display)	**Setting Range**	**Default Setting**
	Kit	Reset, Hold, Lock	Reset

Tempo	Reset, Hold, Lock	Reset
Section	Reset, Hold, Lock	Reset
PartOnOff	Reset, Hold, Lock	Reset

Lock Target

Kit	Kit selection state. See [this page](#) for details.
Tempo	Tempo. See [this page](#) for details.
Section	Section selection state. See [this page](#) for details.
PartOnOff	On/Off state for each individual part which is set via "[DrumMuteSolo](#)" and "[PartOnOff](#)."

Setting Range

| Reset	Changes to the value that is set for each Session (Kit, Tempo) or the default value (Section = Main A, PartOnOff = All parts on), regardless of whether a Session is playing or stopped.
Hold	Maintains the settings for switching Sessions, only during playback.
Lock	Maintains the settings for switching Sessions, regardless of whether a Session is playing or stopped.

Settings related to functions when operating the A1/A8 Pads

These settings are related to the functions when operating Pad A1 or Pad A8 in Session Creator Mode. They include the following two settings.

• [SESS]→PadSetting→NoteFunc
• [SESS]→PadSetting→ATFunc

[REG] Registration Memory

You can register a variety of settings to these buttons, and then call them up at any time with a single touch. This is called the Registration Memory function. Registered settings can be saved to a Registration Memory Bank of four buttons.

Preset 5 Banks (P01-P05)
User 50 Banks (U01-U50)
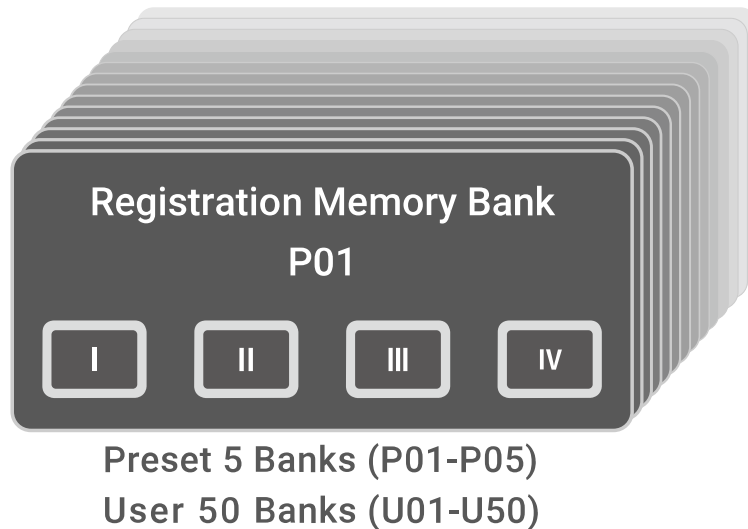
Lamp states of the Registration Memory buttons

For the [I]–[IV] buttons, the lamp state indicates the registration state of the setting described below.

• Off: No setting is registered for this button.

• Blue: A setting is registered for this button.

• Red: A setting is registered for this button, and it was the last button registered/triggered.

• Red, blinking temporarily: A setting has just been registered for this button.

Registering the current settings in Registration Memory

1. Press and hold a button ([I]–[IV]) until the LCD screen indicates that registration is complete.
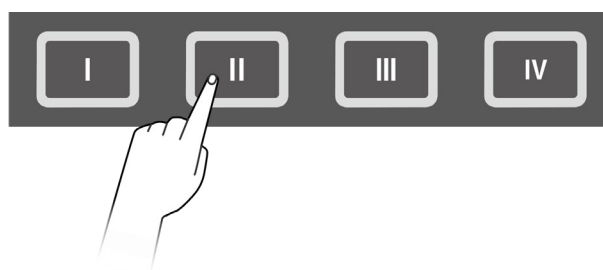
When the current setting is registered, the button that is pressed will blink red for a few moments and then remain a steady red. In addition, on the top screen of Registration Memory Bank Mode, an [E] appears to the right of the Registration Memory Bank number.

```
Regist   ♩=100 ▶
P01EKitIdea
```

NOTICE

• Settings that you have registered in a Registration Memory will be lost if you select a different Registration Memory Bank. If you do not want to lose those settings, be sure to save the Registration Memory Bank.

Saving settings in a User Registration Memory Bank

You can save Registration Memories [I]–[IV] together as one bank.

1. Press the [ENTER] button on the top screen of Registration Memory Bank Mode.

```
 ↳Save to
U01 User
```

2. Use the [+] and [-] buttons to select the bank number (U01–U50) that is the save destination.

```
 ↳Save to
U01 User
```

3. Press the [ENTER] button to display the Bank Name edit screen. The cursor will appear at the left end of the Bank Name.

```
◀↳Name          ▶
U01 KitIdea
      ↑
```

4. Edit the name of the Registration Memory Bank.
Use the [<] and [>] buttons to move the cursor and then use the [+] and [-] buttons to select a character at the cursor position. Repeat these steps to finish the name. See this page for details.

```
◄└Name                        ►
U01 KitIdea_
```

5. After editing the Bank Name, press the [ENTER] button to display the confirmation screen before saving.

```
    └Save?
U01 KitIdea2
```

You can press the [EXIT] button here to cancel this operation.

6. Press the [ENTER] button again to save the bank.

```
[     Saving...      ]
```

```
[    Completed       ]
```

"Saving..." is displayed, and then after a few moments "Completed" is displayed to indicate that the bank has been saved.

NOTE

- User Registration Memory Banks (U01–U50) can be saved in the root directory of a USB flash drive. See the section on [MENU]→File for details.
- The edited state of the currently selected Registration Memory Bank is maintained when the power is turned off, even if it has not been saved as a User Registration Memory Bank. See this page for details about which items have their settings maintained even when the power is turned off.

Recalling a Registration Memory

1. Press the [REG] button to enter Registration Memory Bank Mode.

NOTE

If the top screen (Bank Select screen) of Registration Memory Bank Mode does not appear after pressing the [REG] button, press the [REG] button again to move to the top screen.
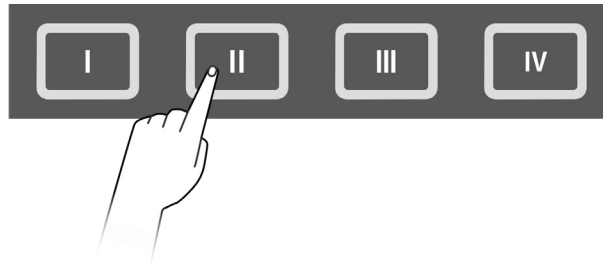
2. Use the [+] and [-] buttons to select a Registration Memory Bank.

See the Registration Memory Bank List for an overview of the preset Registration Memory Banks included in this product.

3. Press a button ([I]–[IV]) to recall the registered settings (short press).

NOTICE

• Be careful not to hold down the [I]–[IV] buttons for too long. Pressing and holding down the [I]–[IV] buttons will overwrite the registered settings with the current settings.

Registration Memory Bank List

| No.	Bank Name	Memory	Description
P01	KitIdea	I	With the effect preset Kit "P01 Maple" selected, [KIT]→KitEdit→ReverbType is set to "06 Hall."

		II	With the effect preset Kit "P32 BeatBoxPine" selected, [KIT]→KitEdit→VariationType is set to "19 DynFlanger."
		III	With the effect preset Kit "P05 R&B" selected, [KIT]→KitEdit→VariationType is set to "10 TempoDelay2 D."
		IV	With the preset Kit "P01 Maple" selected, [KIT]→VoiceEdit→Tuning and [KIT]→VoiceEdit→Decay are set for an appropriate effect. The first item is used to simulate changes to drum tunings and cymbal diameter. The second item is used mainly to simulate drum muting and half-open hi-hats.
P02	PadIdea	I	With the preset Kit "P01 Maple" selected, Note Repeat, Link, and Velocity Limits are set for an appropriate effect. By setting Pads S1 and A4 in the same Link Group ([KIT]→PadEdit→LinkGroup) and setting separate Velocity Limit ranges for each ([KIT]→PadEdit→VelLow and [KIT]→PadEdit→VelHigh), the Snare Open Rim (the Voice assigned to A4) will be generated only if either Pad is hit hard. In addition, by setting the A1–A3 RGB Square Pads to the same Link Group and setting different Note Repeat Rates for each ([KIT]→PadEdit→NoteRepRat), you can create interesting sounds for the snare drum.
		II	With the preset Kit "P05 R&B" selected, Note Repeat, Hold Mode, and Choke are set for an appropriate effect. The Note Repeat Rate ([KIT]→PadEdit→NoteRepRat) for Hi-hat Close can be varied by hitting the A1–A8 RGB Square Pads. In addition, various beats can be created by combining the K, S1, S2, R1, R2, M1, and M2 Pads.
		III	With preset Kit "P47 SE&VocalEast" selected, the functions when the Pads are hit ([KIT]→PadEdit→NoteFunc) are set for an appropriate effect. The A1 RGB Square Pad can be used to turn off all Voices currently sounding (AllSoundOff), and A2 can be used to choke the sound of the Kit (KitChoke).
		IV	With preset Kit "P25 EDM Yellow" selected, the functions when the Pads are pressed further ([KIT]→PadEdit→ATFunc) are set for an appropriate effect. Various expressions can be achieved with Note Repeats by

			pressing the A5–A8 RGB Square Pads while pressing A1–A4.
P03	TriggerIdea	I	With the preset Kit "P01 Maple" selected, the preset Trigger "P01 Normal Tx" has been adjusted for this setting. To make beat performance more stable, set the velocity curve to "Loud2" for Pad K only. Velocity is also fixed by setting [MENU]→Trigger→Note→VelFixVal to "110" for the A2, A3, A5, and A7 RGB Square Pads.
		II	With the preset Kit "P01 Maple" selected, the preset Trigger "P01 Normal Tx" has been adjusted for this setting. The values in [MENU]→Trigger→Note→VelMax and [MENU]→Trigger→AfterTouch→ATMax for Pad S2 have been set smaller to facilitate ghost notes on the snare drum.
		III	With the preset Kit "P01 Maple" selected, the preset Trigger "P01 Normal Tx" has been adjusted for this setting. As the value for [MENU]→Trigger→A/D Gain grows larger, greater output will be generated with less power.
		IV	With the preset Kit "P01 Maple" selected, the preset Trigger "P01 Normal Tx" has been adjusted for this setting. All Pads are set to the same snare tone, and [MENU]→Trigger→Note→VelCurve and [MENU]→Trigger→AfterTouch→ATCurve are set to different curves for each Pad. Compare the differences between the curves.
P04	KitList	I	This bank allows you to recall the Kit you want to use during your performance with one touch. The following Kits are registered, starting with [I].
		II	
		III	・P01　Maple ・P10　ModernJazz
		IV	・P14　GaragePunk ・P16　Vintage70s
P05	Empty	I	There is no data, so the button lamp is off.
		II	
		III	
		IV	

Selecting an item to recall (load)

You can select an item to recall (load) when a Registration Memory button is pressed (short press).

1. On the top screen of Registration Memory Bank Mode, press the [>] button and select "LoadSetting."

```
◀LoadSetting┐
```
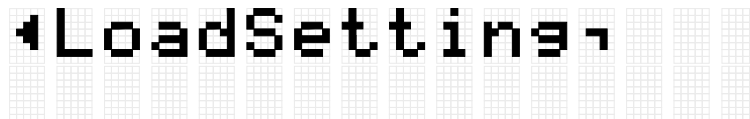
2. Press the [ENTER] button to move to the setting screen for each item.

```
 ↳Kit                    ▶
                        On
```

3. Use the [<] and [>] buttons to select an item, and then switch it On or Off.
Setting items are classified into the following eight categories.

| Item (Display)	Description	Default Setting
Kit	Settings in Kit Mode. See this page for details.	On
Audio	Settings in Audio Mode. See this page for details.	Off
Session	Settings in Session Creator Mode (including section selection state). See this page for details.	Off
Mixer	Settings in [MENU]→Mixer	Off
Click	Settings in [MENU]→Click	Off
Trigger	Settings in [MENU]→Trigger	On
Utility	Settings in [MENU]→Utility	Off
Tempo	Tempo settings. See this page for details.	On

[MENU] Trigger (Pad Sensitivity)

From among the provided settings, you can select your favorite Pad sensitivity to get your best playing feel. This setting, called "Trigger," includes MIDI transmission/reception settings. This product has 12 Trigger presets. You can edit these settings and save up to 50 User Triggers.
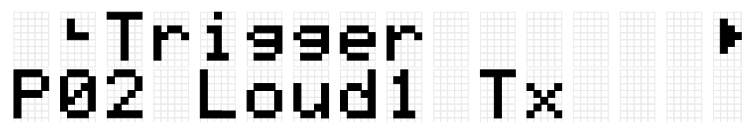
Selecting a Trigger

1. On the top screen of Menu Mode, press the [>] button to move to the Trigger screen.
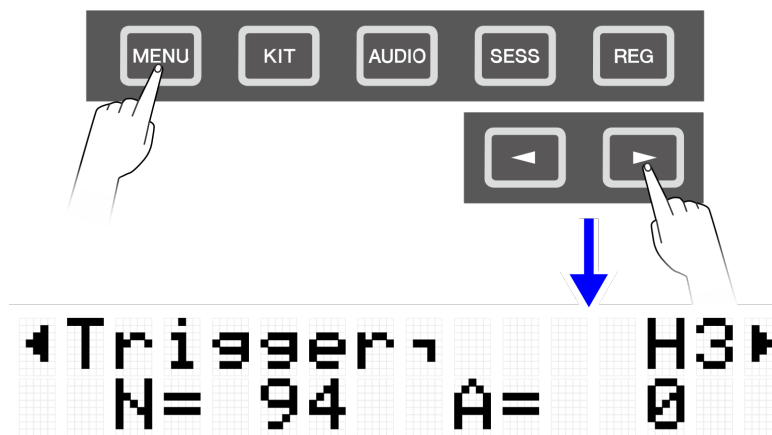
2. Press the [ENTER] button to move to the Trigger Select screen.
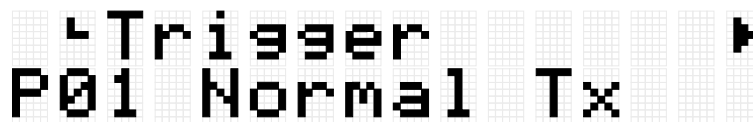
3. Use the [+] and [-] buttons to select a Trigger.

Trigger List

No.	Trigger Name (Display)	Description
P01	Normal Tx	For all Pads, "VelCurve" and "ATCurve" are set to "Normal." In addition, "MIDINote" for all Pads is set based on the GM (General MIDI) Drum Map. These settings are for controlling an external tone generator via MIDI transmission from this

		product.
P02	Loud1 Tx	For all Pads, "VelCurve" and "ATCurve" are set to "Loud1." For all Pads, "MIDINote" is set based on the GM (General MIDI) Drum Map. These settings are for controlling an external tone generator via MIDI transmission from this product.
P03	Loud2 Tx	For all Pads, "VelCurve" and "ATCurve" are set to "Loud2." For all Pads, "MIDINote" is set based on the GM (General MIDI) Drum Map. These settings are for controlling an external tone generator via MIDI transmission from this product.
P04	Hard1 Tx	For all Pads, "VelCurve" and "ATCurve" are set to "Hard1." For all Pads, "MIDINote" is set based on the GM (General MIDI) Drum Map. These settings are for controlling an external tone generator via MIDI transmission from this product.
P05	Hard2Tx	For all Pads, "VelCurve" and "ATCurve" are set to "Hard2." For all Pads, "MIDINote" is set based on the GM (General MIDI) Drum Map. These settings are for controlling an external tone generator via MIDI transmission from this product.
P06	Fixed Tx	For all Pads, "VelFixVal" and "ATFixVal" are set to "127." For all Pads, "MIDINote" is set based on the GM (General MIDI) Drum Map. These settings are for controlling an external tone generator via MIDI transmission from this product.
P07	Normal Rx	For all Pads, "VelCurve" and "ATCurve" are set to "Normal." In addition, "MIDINote" for all Pads is set so that the numbers are ordered sequentially. These settings are for controlling the built-in tone generator from an external device via MIDI.
P08	Loud1 Rx	For all Pads, "VelCurve" and "ATCurve" are set to "Loud1." For all Pads, "MIDINote" is set so that the numbers are ordered sequentially. These settings are for controlling the built-in tone generator from an external device via MIDI.
P09	Loud2 Rx	For all Pads, "VelCurve" and "ATCurve" are set to "Loud2." For all Pads, "MIDINote" is set so that the numbers are ordered sequentially. These settings are for controlling the built-in tone generator from an external device via MIDI.
P10	Hard1 Rx	For all Pads, "VelCurve" and "ATCurve" are set to "Hard1." For all Pads, "MIDINote" is set so that the numbers are ordered sequentially. These settings are for controlling the built-in tone generator from an external device via MIDI.
P11	Hard2 Rx	For all Pads, "VelCurve" and "ATCurve" are set to "Hard2." For all Pads, "MIDINote" is set so that the numbers are

		ordered sequentially. These settings are for controlling the built-in tone generator from an external device via MIDI.
P12	Fixed Rx	For all Pads, "VelFixVal" and "ATFixVal" are set to "127." For all Pads, "MIDINote" is set so that the numbers are ordered sequentially. These settings are for controlling the built-in tone generator from an external device via MIDI.

If you want to finely adjust these items, you can edit them for each Pad. Edited settings can be saved as User Triggers. See this page for details.

Basic procedure (from editing to saving a Trigger)

1. Use the [+] and [-] buttons to select a Trigger.

```
 ⌐Trigger        ▶
P01 Normal Tx
```

2. Use the [<] and [>] buttons to select an item, and then hit the Pad whose settings you want to change.
The number of the designated Pad appears in the upper right corner of the LCD screen. Use the [+] and [-] buttons to change the setting.

```
◀⌐MIDICh       C1▶
                10
```

See MIDI related settings, Note On/Aftertouch settings, Note On related settings, MIDI Aftertouch for details about the items.

3. Press the [<] button to return to the Trigger Select screen, and then press the [ENTER] button to move to the User Trigger Save screen.

```
└Trigger              ▶
P01❚Normal Tx
```

ENTER ↓

```
└Save to              ▶
U01 User
```

4. Use the [+] and [-] buttons to select the Trigger number (U01–U50) that is the save destination.

```
└Save to
U01 User
```
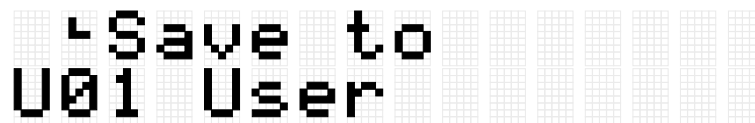
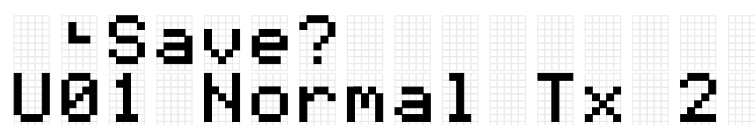**5.** Press the [ENTER] button to display the Trigger Name edit screen. The cursor will appear at the left end of the Trigger Name.

```
└Name                 ▶
U01 ▮ormal Tx
      ↑
```

6. Edit the Trigger Name.
Use the [<] and [>] buttons to move the cursor and then use the [+] and [-] buttons to select a character at the cursor position. Repeat these steps to finish the name. See this page for details.

```
◀└Name                ▶
U01 Normal_Tx
           ↑
```
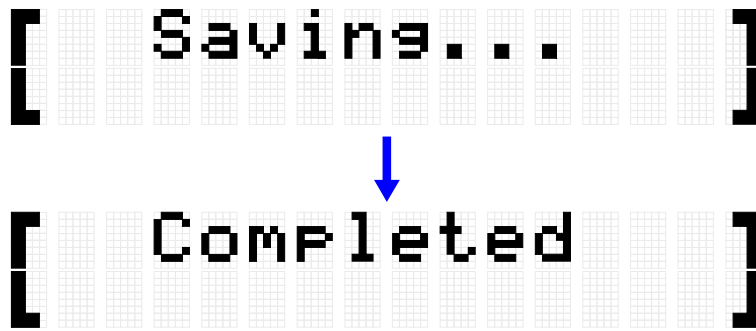
7. After editing the Trigger Name, press the [ENTER] button to display the confirmation screen before saving.

```
└Save?
U01 Normal Tx 2
```

You can press the [EXIT] button here to cancel this operation.

8. Press the [ENTER] button again to save the User Trigger.

```
[    Saving...        ]
```

⬇

```
[    Completed        ]
```

"Saving..." is displayed, and then after a few moments "Completed" is displayed to indicate that the User Trigger has been saved.

NOTE

• User Triggers (U01–U50) can be saved in the root directory of a USB flash drive. See the section on [MENU]→File for details.

• The edited state of the currently selected Trigger is maintained when the power is turned off, even if it has not been saved as a User Trigger. See this page for details about which items have their settings maintained even when the power is turned off.

MIDI related settings

This detailed explanation corresponds with Step 2 of the "Basic procedure."

```
◄└MIDICh        C1►
                 10
```

You can configure settings related to MIDI messages that are transmitted or received when a Pad is operated. Default values are unique to each Trigger.

Item (Display)	Description	Setting Range
MIDICh	Abbreviation for "MIDI Channel." Sets the MIDI channel for MIDI messages that are transmitted or received when the designated Pad is operated.	1–16
MIDINote	Abbreviation for "MIDI Note Number." Sets the MIDI note number for MIDI messages that are transmitted or received when the designated Pad is operated.	1 (C#-2)–127 (G8)
MIDIRcvPad	Abbreviation for "MIDI Receive Pad." Sets whether the designated Pad is considered to have been operated ("On") or not ("Off") when a MIDI message with the	Off, On

MIDI note number and MIDI channel for that Pad is received.

Note On/Aftertouch settings

This detailed explanation corresponds with Step 2 of the "Basic procedure." Default values are unique to each Trigger.

Item (Display)	Description	Setting Range
ADGain	Abbreviation for "A/D Gain." Selects "On" or "Off" for note output of the designated Pad.	0–127

Note On related settings

This detailed explanation corresponds with Step 2 of the "Basic procedure."
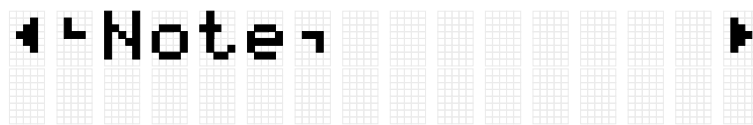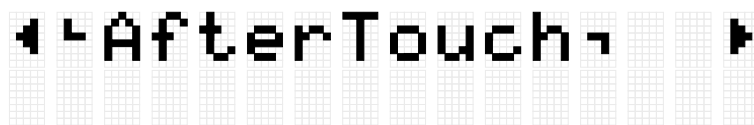

You can configure settings related to Note On messages when a Pad is operated. Default values are unique to each Trigger.

Item (Display)	Description	Setting Range
NoteOut	Abbreviation for "Note Output." Selects "On" or "Off" for note output of the designated Pad.	Off, On
VelFixVal	Abbreviation for "Velocity Fixed Value." Sets the MIDI Velocity that is transmitted when the designated Pad is hit. When set to any value from 1 to 127, the selected value is transmitted as the MIDI Velocity of the designated Pad regardless of how hard the Pad is hit. When set to Off, the MIDI Velocity is determined according to how hard the Pad is hit. The relationship between how hard the Pad is hit and the MIDI Velocity will be determined by "VelCurve" (the next item).	Off, 1–127

VelCurve	Abbreviation for "Velocity Curve." Select a Velocity Curve for the designated Pad.	Loud2, Loud1, Normal, Hard1, Hard2, Fix1–5, Spline11–15, Spline21–25, Offset1–5
VelMin	Abbreviation for "Velocity Minimum." Sets the lower limit of the MIDI Velocity for the designated Pad. No matter how softly the Pad is hit, the MIDI Velocity generated will not drop below this value.	1–127
VelMax	Abbreviation for "Velocity Maximum." Sets the upper limit of the MIDI Velocity for the designated Pad. No matter how strongly the Pad is hit, the MIDI Velocity generated will not rise above this value.	1–127

Aftertouch related settings

This detailed explanation corresponds with Step 2 of the "Basic procedure."

You can configure settings related to Aftertouch when a Pad is operated. Default values are unique to each Trigger.

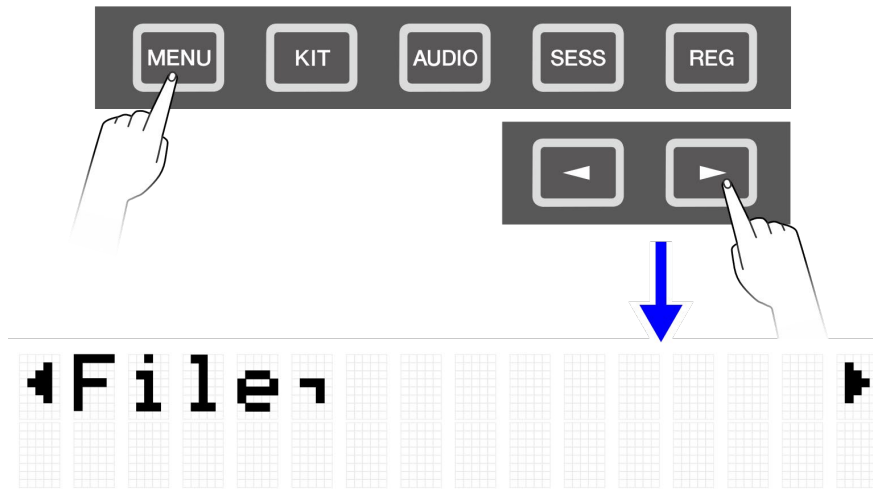| Item (Display)	Description	Setting Range
ATOut	Abbreviation for "After Touch Output." Selects "On" or "Off" for Aftertouch output of the designated Pad.	Off, On
ATType	Abbreviation for "After Touch Type." Select whether Channel or Polyphonic is transmitted as a MIDI Aftertouch message for the designated Pad.	Channel, Poly
ATPriority	Abbreviation for "After Touch Priority." Select whether the MIDI Note message for the designated Pad is output ("Low") or not ("High") while the Aftertouch of that Pad is being output.	Low, High

ATFixVal	Abbreviation for "After Touch Fixed Value." Sets the Aftertouch strength for the designated Pad. When set to any value from 1 to 127, the selected value is transmitted as the Aftertouch for the designated Pad regardless of how hard the Pad is pressed further. When set to Off, the Aftertouch is determined according to how hard the Pad is pressed further. The relationship between how hard the Pad is pressed further and the Aftertouch will be determined by "ATCurve" (the next item).	Off, 1–127
ATCurve	Abbreviation for "After Touch Curve." Select an Aftertouch Curve for the designated Pad.	Loud2, Loud1, Normal, Hard1, Hard2, Fix1–5, Spline11–15, Spline21–25, Offset1–5
ATMin	Abbreviation for "After Touch Minimum." Sets the lower limit of the Aftertouch for the designated Pad. No matter how softly the Pad is pressed further, the Aftertouch generated will not drop below this value.	1–127
ATMax	Abbreviation for "After Touch Maximum." Sets the upper limit of the Aftertouch for the designated Pad. No matter how strongly the Pad is pressed further, the Aftertouch generated will not rise above this value.	1–127

[MENU] File Management

Data that has been saved on this product can be saved as a file in the root directory of a USB flash drive, and saved files can be loaded into this product.

NOTE

• The product will only recognize files in the root directory of a USB flash drive.

Target data for file management

The following types of files can be used with this product. Target data is saved as a single file in the root directory of a USB flash drive.

Target Data (Display)	Description
All	All settings to be backed up
OneKit	Selected User Kit
AllKit	All User Kits (U01–U50)
OneTrigger	Selected User Trigger
AllTrigger	All User Triggers (U01–U50)
OneRegist	Abbreviation for "One Registration Memory Bank." Selected User Registration Memory Bank
AllRegist	Abbreviation for "All Registration Memory Banks." All User Registration Memory Banks (U01–U50)
OneSample	Abbreviation for "One User Sample." Selected audio file (WAV or AIFF) in the root directory of a USB flash drive, and selected User Sample in the User Sample Memory on this product
AllSample	Abbreviation for "All User Samples."

	All audio files (WAV or AIFF) in the root directory of a USB flash drive, and all User Samples in the User Sample Memory on this product (001−100)

File management functions

Function (Display)	Description
Save	Use this function to save the data on this product as a file in the root directory of a USB flash drive. See this page for the operation procedure. This is not displayed if a User Sample ("OneSample" or "AllSample") is selected as the target data. **NOTE** • When "OneKit" is saved as data, the User Sample set in the User Kit is saved together with that Kit. When "AllKit" is saved as data, all User Samples (001−100), including empty slots, are also saved together the Kits.
Load	Use this function to load data into the product from a file in the root directory of a USB flash drive. See this page for the operation procedure. See this page for the operation procedure when selecting a User Sample ("OneSample" or "AllSample") as the target data. **NOTE** • When loading a "OneKit" file, the User Sample set in the User Kit is loaded together with that Kit. When loading an "AllKit" file, all User Samples (001−100), including empty slots, are also loaded together with the Kits. • When loading a "OneKit" file, the User Sample might fail to load due to insufficient internal memory for User Samples. If that happens, the Voice of the Pad to which the User Sample that failed to load is assigned is set to Category = 017, Number = 001.
Rename	Use this function to edit the name of the file in the root directory of a USB flash drive. See this page for the operation procedure.
Delete	Use this function to delete files in the root directory of a USB flash drive. See this page for the operation procedure.
DeleteIntMem	Abbreviation for "Delete Internal Memory." Use this function to delete User Samples that have been imported into the User Sample Memory on this product. This function appears on the screen only when a User Sample ("OneSample" or "AllSample") is selected as the target data. See this page for the operation procedure.

Number of files recognized by this product

This product can recognize up to 500 files—for each file extension—of the group of files in the root directory of a USB flash drive. If this number of files is exceeded, "USB Device List Full" will appear on the LCD screen. Either erase unnecessary files or move them to a location other than the root directory of the USB flash drive, or use a new USB flash drive.
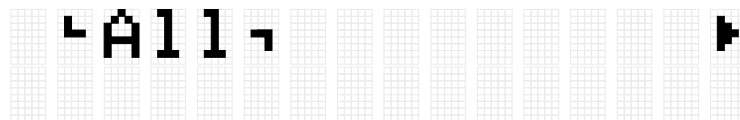
NOTE

To cancel the operation while this function is in progress, press the [EXIT] button.

Saving files on a USB flash drive

Saving data beginning with "All"

**1.** On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
 ˹All˺                    ▶
```

2. Use the [<] and [>] buttons to select Data.
As data beginning with "All," select either "All," "AllKit," "AllTrigger," or "AllRegist."

3. Press the [ENTER] button to display the save screen.
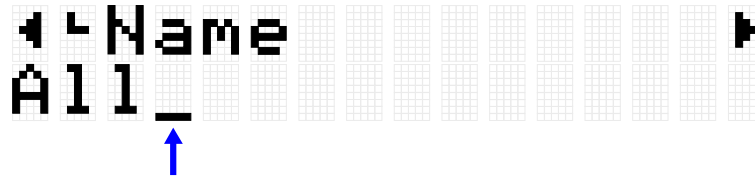
```
  ˹Save              ▶
All
```
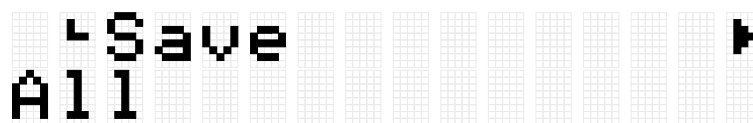
4. Press the [ENTER] button again to display the File Name edit screen. The cursor will appear at the left end of the data display.
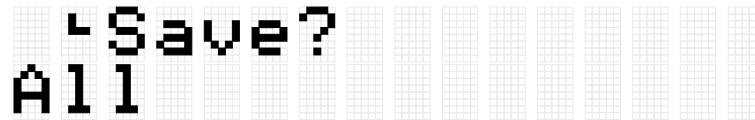
```
  ˹Name              ▶
All
```
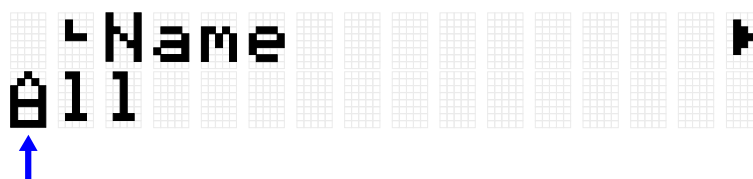
5. If necessary, edit the name of the file to be saved.
Use the [<] and [>] buttons to move the cursor and then use the [+] and [-] buttons to select a character at the cursor position. Repeat these steps to finish the file name.
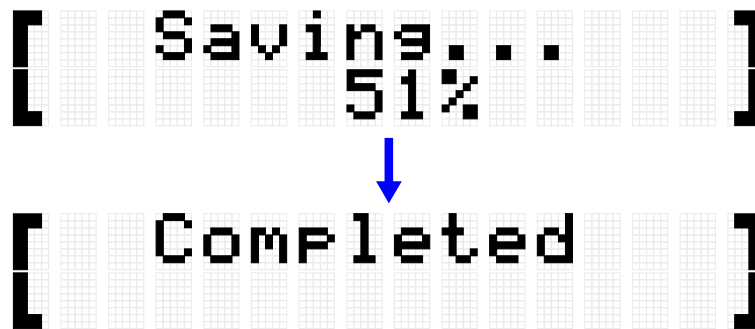
See [this page](#) for details.

```
◄┕Name             ►
All_
```

6. After editing the File Name, press the [ENTER] button to display the confirmation screen before saving.

```
   ┕Save?
All
```

7. Press the [ENTER] button again to save the file.
If there is a file with the same name in the root directory of the USB flash drive, the confirmation message "Overwrite?" is displayed. To overwrite the existing file, press the [ENTER] button again.

```
[   Saving...   ]
[       51%      ]
```

```
[   Completed    ]
```

"Complete" is displayed to indicate that the file has been saved.

Saving data beginning with "One"

1. On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
   ┕All┐              ►
```

2. Use the [<] and [>] buttons to select [Data](#).
As data beginning with "One," select either "OneKit," "OneTrigger," or "OneRegist."

3. Press the [ENTER] button to display the save screen.

```
  ▹Save                    ▶
U01 User
```

4. Use the [+] and [-] buttons to select the number of the data you want to save.

```
  ▹Save                    ▶
U02 EDM Red User
```

5. Press the [ENTER] button to display the File Name edit screen. The cursor will appear at the left end of the file name.

```
  ▹Name                    ▶
EDM Red User
 ↑
```

6. Edit the name of the file to be saved.
Use the [<] and [>] buttons to move the cursor and then use the [+] and [-] buttons to select a character at the cursor position. Repeat these steps to finish the file name. See this page for details.

```
  ▹Name                    ▶
EDM_Red User
   ↑
```
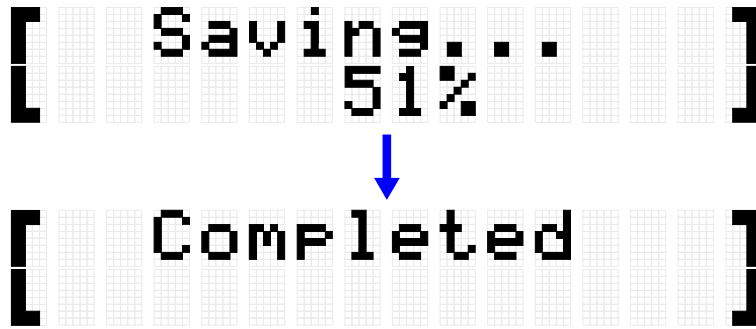
7. Press the [ENTER] button. A confirmation message is displayed.

```
  ▹Save?                   
All
```

8. Press the [ENTER] button again to save the file.
If there is a file with the same name in the root directory of the USB flash drive, the confirmation message "Overwrite?" is displayed. To overwrite the existing file, press the [ENTER] button again.

"Complete" is displayed to indicate that the file has been saved.

Loading files from a USB flash drive

This section describes the operation for loading into this product a file in the root directory of a USB flash drive.

NOTE

• The target data in this description are Kits, Triggers, and Registration Memory Banks. See this page for the operation procedure when selecting a User Sample ("OneSample" or "AllSample") as the target data.

Loading data beginning with "All"

1. On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

2. Use the [<] and [>] buttons to select Data.
As data beginning with "All," select either "All," "AllKit," "AllTrigger," or "AllRegist."

3. Press the [ENTER] button. When "Save" is displayed, use the [<] and [>] buttons to select "Load."

If the file to be loaded is not stored in the root directory of the USB flash drive, "No File" will be displayed.

4. Use the [+] and [-] buttons to select the file to load.

```
◀ᴸLoad          ▶
All2
```

5. Press the [ENTER] button to display the confirmation screen for loading the file.

```
  ᴸLoad?          ▶
All2
```

6. Press the [ENTER] button again to load the file.

```
[   Loading...   ]
[       51%       ]
```

⬇

```
[   Completed    ]
```

"Completed" is displayed to indicate that the file has been loaded.

Loading data beginning with "One"

1. On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
  ᴸAll┐           ▶
```

2. Use the [<] and [>] buttons to select Data.
As data beginning with "One," select either "OneKit," "OneTrigger," or "OneRegist."

3. Press the [ENTER] button. When "Save" is displayed, use the [<] and [>] buttons to select "Load."

```
◀ᴸLoad          ▶
User
```

If the file to be loaded is not stored in the root directory of the USB flash drive, "No File" will be displayed.

4. Use the [+] and [-] buttons to select the file to load.

```
◄└Load          ►
User2
```

5. Press the [ENTER] button. When "Load to" is displayed, use the [+] and [-] buttons to select the User Data number (U01–U50) to be loaded.

```
 └Load to        ►
U01 User
```

6. Press the [ENTER] button to display the confirmation screen for loading the file.

```
 └Load?          ►
User2
```

7. Press the [ENTER] button again to load the file.

```
[     Loading...     ]
         51%
```

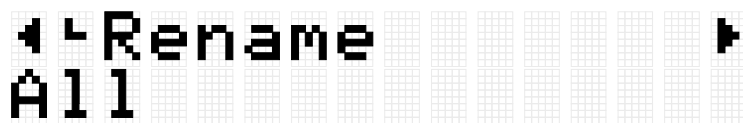```
[Completed   ]
```

"Completed" is displayed to indicate that the file has been loaded.

## Renaming a file name

**1.** On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
 └All┐           ►
```

2. Use the [<] and [>] buttons to select Data.

3. Press the [ENTER] button. When "Save" is displayed, use the [<] and [>] buttons to select "Rename."
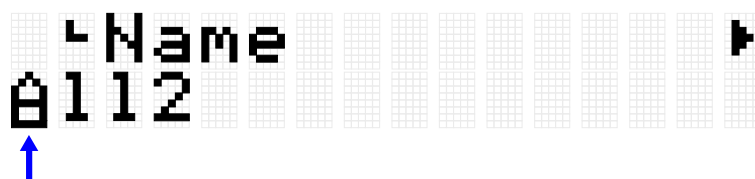
```
◀ ╙Rename            ▶
All
```

If the file to be renamed is not stored in the root directory of the USB flash drive, "No File" will be displayed.

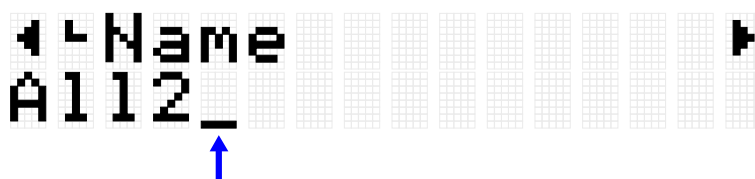**4.** Use the [+] and [-] buttons to select the file to rename.

```
◀ ╙Rename            ▶
All2
```

5. Press the [ENTER] button to display the File Name edit screen. The cursor (arrow in the figure below) will appear at the left end of the file name.

```
  ╙Name              ▶
All2
  ↑
```

6. Edit the name of the file.
Use the [<] and [>] buttons to move the cursor (arrow in the figure below) and then use the [+] and [-] buttons to select a character at the cursor position. Repeat these steps to finish the name. See this page for details.

```
◀ ╙Name              ▶
All2_
     ↑
```

7. Press the [ENTER] button to display the confirmation screen for renaming the file.

```
  ╙Rename?           ▶
All2
```

8. Press the [ENTER] button again to rename the file.
If there is a file with the same name in the root directory of the USB flash drive, the

confirmation message "Overwrite?" is displayed. To rename the existing file, press the [ENTER] button again.

```
[   Checking..   ]
```

↓

```
[   Completed    ]
```
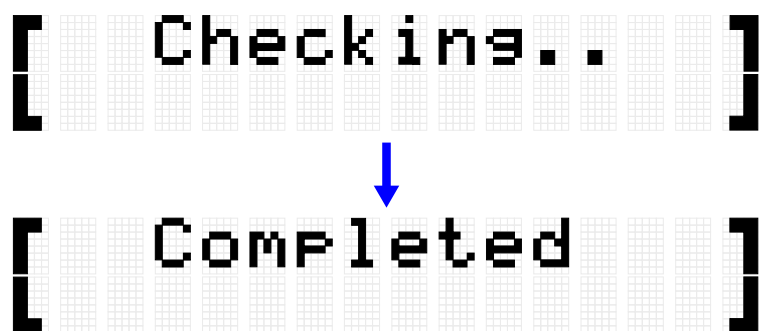
"Completed" is displayed to indicate that the file has been loaded.

Deleting a file

1. On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
 ˪All˺                    ▶
```

2. Use the [<] and [>] buttons to select Data.

3. Press the [ENTER] button. When "Save" is displayed, use the [<] and [>] buttons to select "Delete."

```
◀˪Delete              ▶
All
```
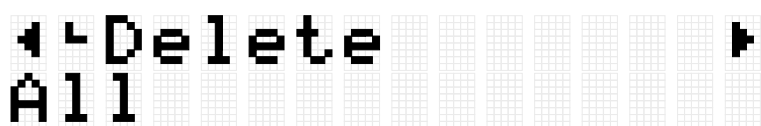
If the file to be deleted is not stored in the root directory of the USB flash drive, "No File" will be displayed.

4. Use the [+] and [-] buttons to select the file to delete.

```
◀˪Delete              ▶
All2
```
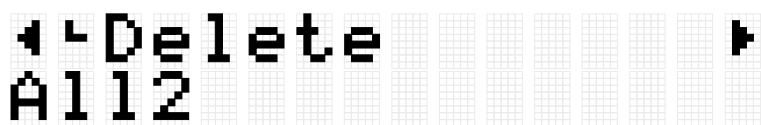
5. Press the [ENTER] button to display the confirmation screen for deleting the file.

```
 ‸Delete?            ▶
All2
```

6. Press the [ENTER] button again to delete the file.

```
[    Deleting..    ]
```

↓

```
[    Completed    ]
```

"Completed" is displayed to indicate that the file has been deleted.

Deleting User Samples from this product

You can delete User Samples (001–100 of Voice Category 017) that are loaded in the User Sample Memory on this product, instead of a USB flash drive.

Deleting all User Samples

1. On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
 ‸All‸               ▶
```

2. Use the [<] and [>] buttons to select "AllSample."

```
◀‸AllSample‸        ▶
```

3. Press the [ENTER] button. When "Load" is displayed, use the [<] and [>] buttons to select "DeleteIntMem."

```
◀‸DeleteIntMem
AllSample
```

4. Press the [ENTER] button. A confirmation message for deleting the User Samples is displayed.

```
└Delete?
AllSample
```

• Press the [ENTER] button again to delete the User Samples.

```
[    Deleting..    ]
```

↓

```
[    Completed    ]
```

"Completed" is displayed to indicate that the User Samples have been deleted.

Deleting the selected User Sample

1. On the [MENU]→File screen, press the [ENTER] button to move to the Data Select screen.

```
└All┐                ▶
```

2. Use the [<] and [>] buttons to select "OneSample."

```
◀└OneSample┐        ▶
```

3. Press the [ENTER] button. When "Load" is displayed, use the [<] and [>] buttons to select "DeleteIntMem."

```
◀└DeleteIntMem
001 MySnare
```

4. Use the [+] and [-] buttons to select the User Sample to delete.

```
◄└DeleteIntMem
002 MyCymbal
```

5. Press the [ENTER] button. A confirmation message for deleting the User Sample is displayed.

```
└Delete?
002 MyCymbal
```

6. Press the [ENTER] button again to delete the User Sample.

```
[   Deleting..   ]
```

```
[   Completed   ]
```

"Completed" is displayed to indicate that the User Sample has been deleted.

Other file functions

The last two items in the Data Select menu level that are displayed when you press [MENU]→File→[ENTER] have memory related functions.

Item (Display)	Description
USBMemFormat	Abbreviation for "USB Memory Format."
	In some cases, you might not be able to use a USB flash drive simply by connecting it to the [USB TO DEVICE] terminal. In that case, press the [ENTER] button on this screen to format the USB flash drive.
	NOTICE
	Formatting will delete all files and directories (folders) stored on the USB flash drive. Make sure the USB flash drive does not contain any necessary data before formatting it.
	NOTE
	If a formatted USB flash drive is connected to the [USB TO DEVICE] terminal, the second line of this screen indicates the memory usage (used capacity/total capacity).

IntMemOptimiz	Abbreviation for "Internal Memory Optimize."
	Use this function to optimize the memory for User Samples on this product. Optimization is the process of reorganizing the memory to expand the region that can be used. Optimizing the memory might increase the amount of contiguous memory space available. Press the [ENTER] button on this screen to optimize the memory.
	NOTE
	The second line of this screen indicates the memory usage for User Samples (used capacity/total capacity).

[MENU] Other Settings

Volume adjustment (Mixer)

Item (Display)	Description	Setting Range	Default Setting
ClickVol	Abbreviation for "Click Volume." Adjusts the volume of the Click sound.	0–32	22
SessionVol	Abbreviation for "Session Volume." Adjust the volume of the Session.	0–32	20
AuxInAudioVol	Abbreviation for "Aux In Audio Volume." Adjusts the volume of the audio sound that is input to the [AUX IN] jack.	0–32	12
AudioVol	Abbreviation for "Audio Volume." Adjusts the volume of files played back in the root directory of a USB flash drive and the audio sound that is input to the [USB TO HOST] terminal.	0–32	24
OperationVol	Abbreviation for "Operation Sound Volume." Adjusts the volume of the sound produced by pressing a button.	0–32	0

Click

Item (Display)	Description	Setting Range	Default Setting
ClickPattern	Select the rhythm pattern of the Click. If one beat is a quarter note, a Click is generated at quarter note intervals when this setting is 1/4, at eighth note intervals when this setting is 1/8, and at sixteenth note intervals when this setting is 1/16. If the value ends with a T (Triplet), the Click will be generated on triplets of each of these settings. For SonClave and RumbaClave, a Click is generated in the pattern of a clave in Latin music. **NOTE** The [MENU]→Utility→Swing setting	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 3-2 SonClave, 2-3 SonClave, 3-2 RumbaClave, 2-3 RumbaClave	Varies by Session

	generates a swing feel.		
ClickBeats	Select the number of beats per measure for the Click sound.	1–16	Varies by Session
ClickVoice	Select the Voice of the Click.	Metronome1, Metronome2, Cowbell, Drumsticks, Claves, Human1, Human2	Metronome1
ClickCountOff	Abbreviation for "Click Count Off Bar." Select the number of measures for which the Click sound continues. If "Off" is selected, the Click will continue until it is stopped.	Off, 1, 2	Off

Utility

Settings related to sound output

Item (Display)	Description	Setting Range	Default Setting
SpeakerEQComp	Abbreviation for "Speaker EQ/Compressor Type." Select the type of EQ (equalizer) and compressor applied to the sound output from the built-in speaker. **Standard** This is the standard setting. **Heavy** This setting emphasizes low frequencies. It creates a very powerful sound. **Bright** This setting emphasizes high frequencies. It creates a very bright sound.	Standard, Heavy, Bright, Mild, Powerful	Standard

	Mild This setting attenuates high frequencies. It creates a gentle listening experience. **Powerful** This setting uses a strong compressor. It creates a sense of sound pressure.		
SpeakerOut	Abbreviation for "Speaker Output." Select whether to output audio from the built-in speaker. • When set to "Off," audio is not output from the built-in speaker. • When set to "HeadphoneSw," audio is not output from the built-in speaker when a cable is connected to the [PHONES/OUTPUT] jack, but audio is output from the built-in speaker when a cable is not connected to the [PHONES/OUTPUT] jack. • When set to "On," audio is output from the built-in speaker, regardless of whether a cable is connected to the [PHONES/OUTPUT] jack or not. If a cable is connected to the [PHONES/OUTPUT] jack when this setting is selected, the Volume and SpeakerEQ/Comp settings for [PHONES/OUTPUT] are also applied to the sound from the built-in speaker.	Off, HeadphoneSw, On	HeadphoneSw
USBAudioOutG	Abbreviation for "USB Audio Output Gain." Sets the amount of volume amplification when outputting audio to an external device connected via USB. A positive value increases the volume while a negative value decreases the volume.	-18, -12, -6, 0, +6, +12, +18 dB	0 dB

Sequencer swing setting

Item (Display)	Description	Setting Range	Default Setting

Swing	In Sequencer functions such as Click and Session Creator, the up beat of eighth notes is shifted to create a swing feel. The larger the value in the positive direction, the greater the sense of swing. The larger the value in the negative direction, the greater the swing feeling with the down and up beats reversed.	-11−0−+11	0

LCD screen settings

Item (Display)	Description	Setting Range	Default Setting
Pop-upTime	Abbreviation for "Pop-up Display Time." Sets the duration of a temporary pop-up screen that appears on the LCD screen, such as tempo. When set to "Hold," the pop-up screen will continue to be displayed until a button is operated, such as pressing the [EXIT] button.	1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0, 4.5, 5.0, 5.5, 6.0 sec, Hold	3.0 sec
LCDBrightness	Adjusts the brightness of the LCD screen. The larger the value, the brighter the screen.	1−16	10

LED settings

Item (Display)	Description	Setting Range	Default Setting
LEDBrightness	Adjusts the brightness of the LEDs. The larger the value, the brighter the LEDs.	1−4	4
LEDPattern	Select a lighting pattern for the RGB Square Pad LEDs.	1−8	1
LEDPatAutoBar	Abbreviation for "LED Pattern Auto Bar." When set to a value other than "Off," the LED lighting pattern of the RGB Square Pad will change every time the measure advances by the set value. For example, if the value is set to "8" when LEDPattern = 6, the lighting pattern will switch from 6 to 7 to 8 to 1 to 2... every 8 measures according to the currently set tempo. **NOTE** This function follows the tempo even if the Sequencer, such as Click or Session Creator, is	Off, 1−127	4

Item	Description	Setting Range	Default Setting
	stopped.		
LEDVisualizer	Sets whether the LEDs on the RGB Square Pads light up ("On") or not ("Off") in conjunction with Pad operation or playback of the Click sound.	Off, On	On
LEDSleep	Abbreviation for LED Sleep Time. To prevent unnecessary power consumption, the RGB Square Pad LED lights will enter sleep mode after a certain period of inactivity. Here you can set the time until sleep mode is activated.	Disabled, 30 sec, 1, 2, 5, 10, 15, 30, 60, 120 min	5 min

Reversing the Pad layout left to right

Item (Display)	Description	Setting Range	Default Setting
PadLayout	You can flip the Pad numbers left to right. Set this value to "Left" when playing with your left hand, and to "Right" when playing with your right hand. **NOTE** In Session Creator Mode, the RGB Square Pads will have a fixed Pad number regardless of this setting.	Left, Right	Right

Other settings

Item (Display)	Description	Setting Range	Default Setting
AuditionVel	Abbreviation for "Audition Velocity." In [KIT]→VoiceEdit→category or [KIT]→VoiceEdit→Number, set the velocity of the audition sound that is played when a Pad Voice is changed.	Off, 1–127	100
LocalControl	Sets whether a Pad is connected ("On") or disconnected ("Off") from the product's internal sound source. Normally, this value should be set to connected ("On"), but if you want to play only the sound source of the MIDI device to which the product is connected, set it to Off.	Off, On	On

AutoPowerOff	Abbreviation for "Auto Power Off Time." To prevent unnecessary power consumption, the power of this product automatically turns off after a certain period of inactivity. Here you can set the time until the power is turned off.	Disabled, 5, 10, 15, 30, 60, 120 min	30 min

Factory Reset

Use this to reset all settings of this product to the factory defaults.

NOTICE

A factory reset will erase all data and return this product to its factory settings. Be sure to save important data to a USB flash drive before executing a factory reset. See this page for details about how to save data.

1. On the top screen of Menu Mode, use the [<] and [>] buttons to move to "FactoryReset."

◀**FactoryReset** ▶

2. Press the [ENTER] button. A confirmation message is displayed.

⌐Reset?

At this point, you can press the [EXIT] button to cancel the execution of the factory reset.
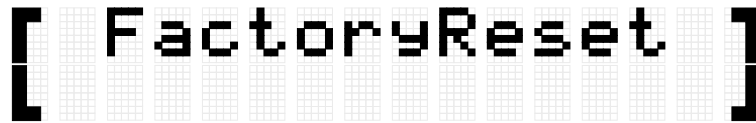
3. Press the [ENTER] button again to execute a factory reset.

[**Reseting..**]

↓

[**Completed**]

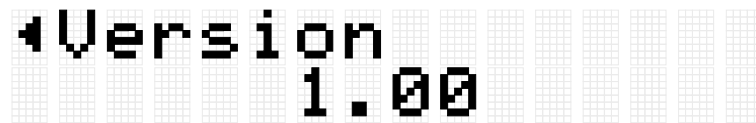"Completed" is displayed to indicate that the factory reset is complete.

Executing a factory reset when turning the power on

You can also execute a factory reset when turning the power on. If you press and hold the Standby/On button while simultaneously holding down the [+] and [-] buttons, "FactoryReset" will be displayed on the LCD screen and the product will start up with all items reset to their factory settings.

```
[ FactoryReset ]
```

Checking the firmware version

You can check the firmware version of this product on the [MENU]→Version screen.

```
◀Version
      1.00
```

Specifications

Product Name		FGDP-50	
Size/Weight	Dimensions (W × D × H)	223 × 223 × 51 mm	
	Weight	1.1 kg	
Pads	Drum Pads (RGB square pads)	26 (8)	
	Number of Trigger Settings	Preset	12
		User	50
	After Touch	Polyphonic, Channel	
	Assignable Functions	Yes	
Other Interfaces	Display	LCD with backlight	
Tone Generator	Type	AWM2	
	Polyphony (max.)	64	
Kits	Number of Kits	Preset	48
		User	50
	Kit Edit	Yes	
Voices	Number of Voices	1500	
	Note Repeat	Each Pad	
	Humanize	Each Pad	
User Samples	Number of User Samples (max.)	100	
	Sample Format	WAV, AIFF (44.1 kHz, 16-bit, mono/stereo)	
	Sample Time (max.)	approx. 600 seconds (mono), approx. 300 seconds (stereo),	

Product Name		FGDP-50
		approx. 20 seconds per file
Effects	Reverb	11
	Chorus	10
	Variation	23
	Speaker EQ Type	5
Click	Tempo	30 – 300, Tap Tempo
	Pattern	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, Clave
	Beats	1 – 16
Session Creator	Number of Session Creators	23
	Sections	Intro, Main × 4, Ending
	Parts	Drum, Bass, Other × 4
USB Audio Player/Recorder	Recording Time (max.)	approx. 80 minutes per file
	Audio Format	WAV (44.1 kHz, 16 bit, stereo)
Registration Memory	Preset	4 Buttons × 5 Banks
	User	4 Buttons × 50 Banks
Connectivity	PHONES/OUTPUT	Stereo mini jack
	AUX IN	Stereo mini jack
	USB TO HOST	Micro B
	USB TO DEVICE	Type A
Sound System	Amplifiers	2.5 W
	Built-in speaker	4 cm × 1
Power Supply	Power Supply	USB power adaptor 5 V/1.5 A or greater USB BC specification compatible products

Product Name		FGDP-50
	Internal Battery	1400 mAh, 4.5 Wh, 3 hours
	Power Consumption	7 W

*The contents of this manual apply to the latest specifications as of the publishing date. To obtain the latest manual, access the Yamaha website then download the manual file. Since specifications, equipment or separately sold accessories may not be the same in every locale, please check with your Yamaha dealer.
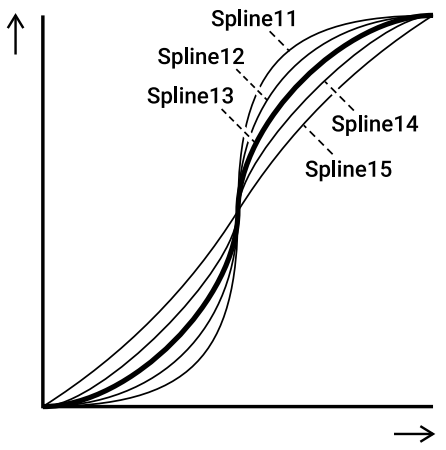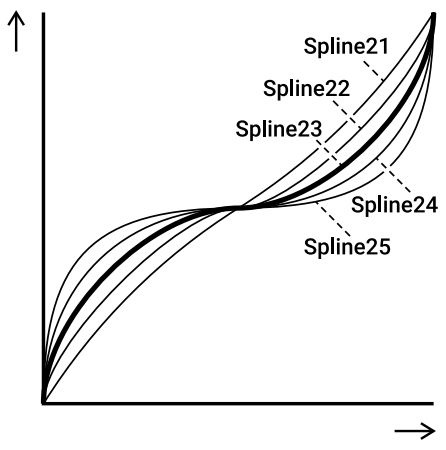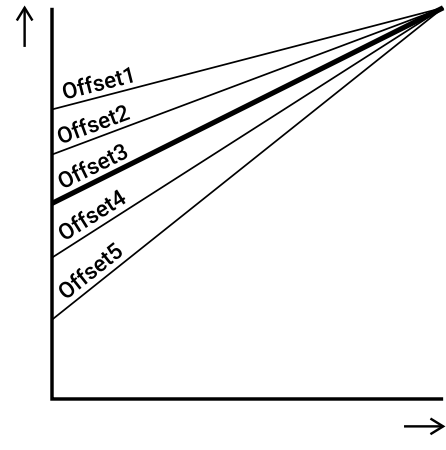
Appendix

Velocity Curve/Aftertouch Curve

These curves are used to convert the strength with which a Pad is operated into a numerical value. The horizontal axis is the strength of the operation (hitting or pressing further) and the vertical axis is the corresponding numeric value (Velocity or Aftertouch). For this product, the curves are designed to be the same for Note On Velocity and Aftertouch, and there are 25 types to choose from. Curves can be selected on the following screens as a Trigger item.

• To select as a Velocity curve: [MENU]→Trigger→Note→VelCurve

• To select as an Aftertouch curve: [MENU]→Trigger→AfterTouch→ATCurve

Settings	Velocity Curve/Aftertouch Curve
Loud2 Loud1 Normal Hard1 Hard2	
Fix1 Fix2 Fix3 Fix4 Fix5	

Settings	Velocity Curve/Aftertouch Curve
Spline11 Spline12 Spline13 Spline14 Spline15	
Spline21 Spline22 Spline23 Spline24 Spline25	
Offset1 Offset2 Offset3 Offset4 Offset5	

Setting functions for Pads

Note On/Aftertouch for Pads can be assigned for functions other than generating sounds and playing the Pads. Although settings are configured for each Kit, in Session Creator

Mode they can also be assigned to A1 and A8 on the RGB Square Pads as common settings for all Kits/all Sessions.

Functions when a Pad is hit (Note On)

In the display for [KIT]→PadEdit→NoteFunc or [SESS]→PadSetting→NoteFunc, press the [ENTER] button and then use the [<] and [>] buttons to move to the following items and set their values. These settings can be backed up. Settings that are configured in Kit Mode can be saved as a User Kit.

Item (Display)	Setting Range/Description and Default Setting
Function	Assign a function other than generating a Voice when the designated Pad is hit. Use the [+] and [-] buttons to select the function you want to assign from the following list. **Setting Range** <table><tr><td>**NoAssign**</td><td>In the normal setting for playing the Pads, a Voice is generated when a Pad is hit. If this item is set to anything other than NoAssgin, no sound will be heard when the Pad is hit and no MIDI Note On will be generated.</td></tr><tr><td>**DrumMute**</td><td>This function is the same as the [1 DRUM MUTE] RGB Square Pad in Session Creator Mode.</td></tr><tr><td>**DrumSolo**</td><td>This function is the same as the [8 DRUM SOLO] RGB Square Pad in Session Creator Mode.</td></tr><tr><td>**PartOnOff**</td><td>This function switches all parts of the Session on/off at the same time. Switching is disabled or enabled for each part in "Setting."</td></tr><tr><td>**KitChoke**</td><td>Naturally fades out the sound generated by the Kit.</td></tr><tr><td>**AllSoundOff**</td><td>Fades out all sounds generated by this product.</td></tr><tr><td>**ControlChange**</td><td>MIDI Control Change messages are output instead of Note On messages. The Control Change number is set in "Setting." This value is the Velocity that is applied when the Pad is hit. The MIDI channel is set in [MENU]→Trigger.</td></tr></table> **Default settings** • Kit Mode: Varies by Kit

	・Session Creator Mode: A1 = DrumMute, A8 = DrumSolo
Threshold	Sets the threshold, in the range of 1–127, for the strength required when hitting a Pad to trigger the function selected in "Function." The higher the value is set, the harder the Pad must be hit. **Default settings** 　・Kit Mode: Varies by Kit 　・Session Creator Mode: 5
Setting	Configure the settings for when "PartOnOff" or "ControlChange" is selected under "Function." See the appropriate section under "Function" for more information. **Default settings** 　・Kit Mode: Varies by Kit 　・Session Creator Mode: No setting

Functions when a Pad is pressed further (Aftertouch)

In the display for [KIT]→PadEdit→ATFunc or [SESS]→PadSetting→ATFunc, press the [ENTER] button and then use the [<] and [>] buttons to move to the following items and set their values. These settings can be backed up. Settings that are configured in Kit Mode can be saved as a User Kit.

Item (Display)	Setting Range (Display and Description)
Function	Sets what functions are linked to Aftertouch for the designated Pad. Use the [+] and [-] buttons to select from the following list. **Setting Range** <table><tr><td>**NoAssign**</td><td>No setting is configured.</td></tr><tr><td>**VoiceChoke**</td><td>Naturally fades out the sound generated by the designated Pad.</td></tr><tr><td>**KitChoke**</td><td>Naturally fades out the sound generated by the Kit.</td></tr><tr><td>**AllSoundOff**</td><td>Fades out all sounds generated by this product.</td></tr><tr><td>**Volume***</td><td>Changes the volume of all parts of the sound output from the product.</td></tr><tr><td>**Pan***</td><td>Changes the pan (stereo image) of all parts of the</td></tr></table>

			sound output from the product.
		Tuning*	Changes the pitch of all parts of the sound output from the product.
		Decay*	Changes the decay (the time from when a sound is generated to when it fades out) for all parts of the sound output from the product.
		Cutoff*	Changes the cutoff frequency of the filter for all parts of the sound output from the product.
		Resonance*	Changes the Q of the filter for all parts of the sound output from the product.
		Filter*	Changes the filter for all parts of the sound output from the product. When this item is adjusted, the values for "Cutoff" and "Resonance" are linked to achieve the best musical sound.
		ReverbSend*	Changes the mix for the Reverb (Send) for all parts of the sound output from this product.
		ChorusSend*	Changes the mix for the Chorus (Send) for all parts of the sound output from this product.
		VarSend*	Changes the mix for the Variation (Send) for all parts of the sound output from this product.
		Tempo*	Changes the tempo of the Sequencer, such as for Click and Session Creator.
		SessRetrigger	The currently playing Session is reset and played again from the first measure. The harder the designated Pad is pressed further, the faster the timing of the reset (1/1, 1/2, 1/4, 1/8, 1/16, 1/32 of a measure).
		ControlChange*	MIDI Control Change messages are output instead of Aftertouch messages. The Control Change number is set in "Setting," and the Aftertouch value is applied. The MIDI channel is set in [MENU]→Trigger.

* This setting must be configured on the "Setting" screen.

Default settings

	・Kit Mode: Varies by Kit ・Session Creator Mode: NoAssign for both A1 and A8
Threshold	Sets the threshold, in the range of 1–127, for the strength required when pressing a Pad further to trigger the function set in "Function." The higher the value is set, the harder the Pad must be pressed further. **Default settings** ・Kit Mode: Varies by Kit ・Session Creator Mode: 40
Gain	If the items from "Volume" to "SessRetrigger" (functions in which the size of the effect changes depending on how hard the Pad is pressed further) are set in "Function," the sizes of those effects are set by multiplying those values by the value for this setting. The setting range is 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, and 16. The larger the value, the greater the effect. **Default settings** ・Kit Mode: Varies by Kit ・Session Creator Mode: 1
Setting	Configure this setting if "Volume"–"VarSend", "Tempo," or "ControlChange" is selected for "Function." **When "Volume"–"VarSend" is selected for "Function"** Set how the effect for each item is applied while the designated Pad is pressed further, for each of the following parts. <table><tr><td>**Target Part (Display)**</td><td>**Description**</td><td>**Setting Range**</td></tr><tr><td>Voice</td><td>Voice for the designated Pad</td><td rowspan="6">When Function is set to Pan: Off, Left, Right When Function is set to a value other than Pan: Off, Down, Up</td></tr><tr><td>Kit</td><td>All Pad sounds</td></tr><tr><td>Drum</td><td>Part in a Session</td></tr><tr><td>Bass</td><td>Part in a Session</td></tr><tr><td>Other1</td><td>Part in a Session</td></tr><tr><td>Other2</td><td>Part in a Session</td></tr></table>

Other3	Part in a Session	
Other4	Part in a Session	
AuxInAudio	Audio input via the [AUX IN] jack (only when "Volume" is selected for "Function")	
Audio	Audio from a file played back in the root directory of a USB flash drive and audio input via the [USB TO HOST] terminal (only when "Volume" is selected for "Function")	

When "Tempo" is selected for "Function"

Decreases ("Down") or increases ("Up") the tempo of the Sequencer while the designated Pad is pressed further.

When "ControlChange" is selected for "Function"

Select the number for the MIDI Control Change message that will be output while the designated Pad is pressed further. This value is the Aftertouch value when the Pad is pushed further. The MIDI channel is set in [MENU]→Trigger.

Default settings

• Kit Mode: Varies by Kit

• Session Creator Mode: No setting

Content List

The content included in this product is shown below. The links will take you to related pages in this User Guide.

• Kit List

• Voice Category List

• Voice List

• Effect Type Lists (Reverb, Chorus, and Variation)

• Session List

• Registration Memory Bank List

• Trigger List

The materials listed above, except for the Trigger List, can be downloaded from the Yamaha website. On the Yamaha Downloads site, enter "FGDP" in the Model Name box, and then execute the Search.

Yamaha Downloads   https://download.yamaha.com/

Block Diagram
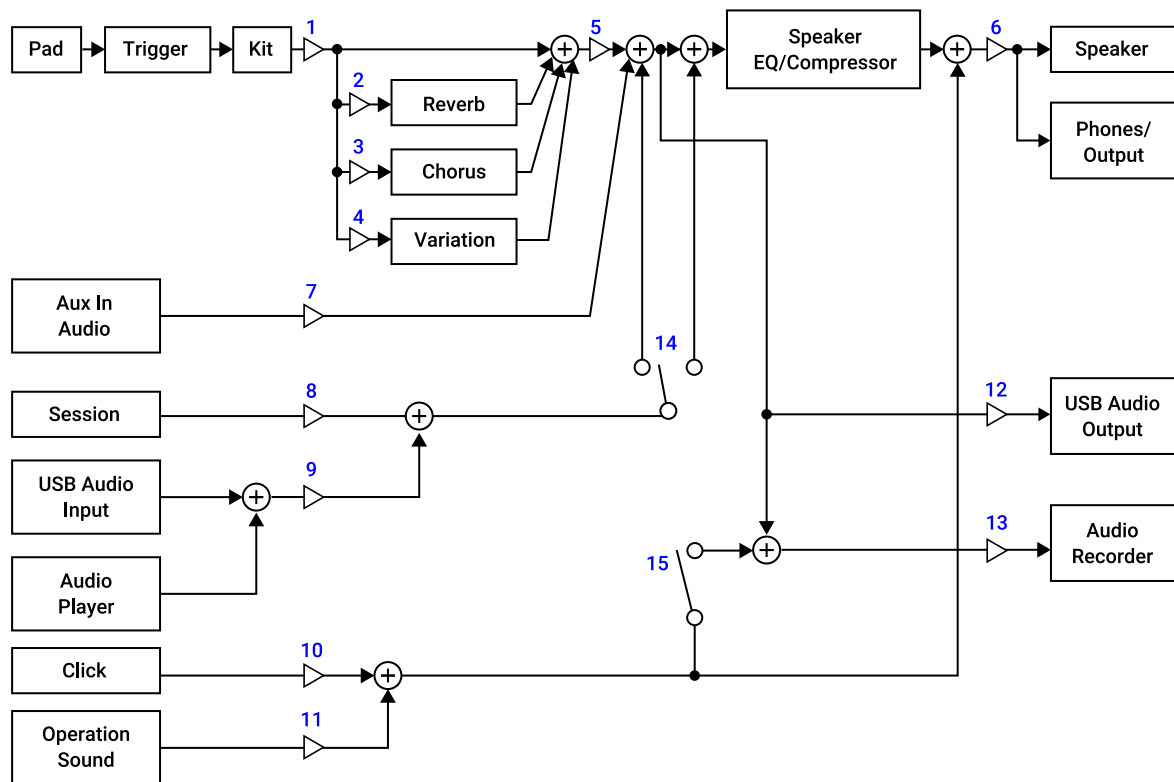
1. Voice Volume
2. Voice Reverb Send, Kit Reverb Send
3. Voice Chorus Send, Kit Chorus Send
4. Voice Variation Send, Kit Variation Send
5. Kit Volume
6. Speaker Volume, Phones/Output Volume
7. Aux In Audio Volume
8. Session Volume
9. Audio Volume
10. Click Volume
11. Operation Sound Volume
12. USB Audio Output Gain
13. Rec Gain
14. Rec Source Session & Audio
15. Rec Source Click

MIDI

MIDI is a protocol for communication between digital instruments. By connecting MIDI

instruments to each other, your music performance on one MIDI instrument can be heard via another MIDI tone generator.

Transmission and reception of MIDI messages for a musical performance

This product lets you receive and transmit MIDI messages from/to an external device via the included USB cable. MIDI messages (generated via your Pad performance) transmitted from this product will play the tone generator in the connected external device, while MIDI messages transmitted from an external device will play the tone generator in this product.

NOTE

• This product lets you call up the MIDI related settings by selecting a Trigger. See this page for how to select a Trigger and this page for the Trigger List. After selecting a Trigger, you can further change the MIDI settings in the following items.

- MIDI related settings
- Common settings for Note and Aftertouch
- Note On related settings
- MIDI Aftertouch

MIDI Reference

This product provides the following MIDI Reference materials.

• MIDI Implementation Chart

• MIDI Channel Message

• MIDI System Exclusive Message

The MIDI Reference materials can be downloaded from the Yamaha website. On the Yamaha Downloads site, enter "FGDP" in the Model Name box, and then execute the Search.

Yamaha Downloads   https://download.yamaha.com/

Troubleshooting

Power Source

Problem	Cause	Solution
The power cannot be turned on.	The remaining Battery life is low.	Follow the instructions on this page to charge the product.
The power turns off unexpectedly.	The remaining Battery life is low.	Follow the instructions on this page to charge the product.
	The Auto Power Off has just been activated.	Follow the instructions on this page to disable the Auto Power Off function or set it to a longer time.
The power turns off unexpectedly while charging.	Loud sounds are being output from the built-in speaker while charging the battery with a low current, such as via a USB connection with a computer.	Follow the instructions on this page to charge this product. In addition, instead of using the built-in speaker, connect an external audio device to the [PHONES/OUTPUT] jack.

No sound or volume too low

Problem	Cause	Solution
No sound is produced.	The product is set so that sound is not output from the built-in speaker.	Set [MENU]→Utility→SpeakerOut to a value other than "Off."
	An audio cable is connected to the [PHONES/OUTPUT] jack.	Disconnect the cable connected to the [PHONES/OUTPUT] jack, or set the [MENU]→Utility→SpeakerOut to "On."
	The volume is set too low.	Increase the volume, as described in the following sections. • Adjusting the volume
	The current Kit is set so that no sound is generated by any Pads.	Set [KIT]→PadEdit→NoteFunc to "NoAssign." Set the Velocity Limit according to how hard you hit the Pads.
	The current Trigger is set so that no sound is generated by any Pads.	Increase the value for the [MENU]→Trigger→ADGain. Set [MENU]→Trigger→Note→NoteOut to "On." Set [MENU]→Trigger→Note→VelFixVal to "Off"

		or a high value.
		Set the [MENU]→Trigger→AfterTouch→ATOut to "On."
		Set [MENU]→Trigger→AfterTouch→ATFixVal to "Off" or a high value.
	[MENU]→Utility→LocalControl is set to "Off."	Set [MENU]→Utility→LocalControl to "On."

Sounds/Operations

Problem	Cause	Solution
Sound continues to play.	A Pad is set to "On" in [KIT]→PadEdit→HoldMode.	If you know which Pad it is, hit that Pad again. Alternatively, the sound can be turned off by pressing the [EXIT] button on the top screen of Kit Mode.
Noise occurs.	A loop connection has occurred due to a USB connection with a computer or smart device.	See this page for details.
	A smart device is located near the product.	Set the smart device to airplane mode.
The volume balance is not good between each of the sound parts.	The volume of some parts is too loud (or too quiet).	Adjust the volume, as described in the following sections. • Adjusting the volume
No effect is applied even if the effect depth (Send Level) is set to a high value.	The effect is set too low for either the entire Kit or for each Pad.	Increase the Send Level for the Kit and the Pad Voice. See this page for details about the Send Level for the Kit, and this page for details about the Send Level for the Pad Voice.

The Velocity of Note On does not increase (decrease) even if the Pad is hit strongly (softly).	The setting for the current Trigger does not match the strength with which you hit the Pad.	Follow the instructions on this page to select a different Trigger, or change one of the following items. • "Velocity Fixed Value" and "Velocity Curve" for each Pad • "Velocity Minimum" and "Velocity Maximim" for each Pad "ADGain" for each Pad
The Pad settings for the current Kit have been inadvertently changed.	InterlockEdit is set to "On."	Set InterlockEdit to "Off."
The buttons do not work.	The Panel Lock function is enabled.	Follow the instructions on this page to disable the Panel Lock function.

Sequencers

See this page for details about Sequencers.

Problem	Cause	Solution
Hitting a Pad causes a Session to start playing.	[SESS]→SynchroStart is set to "On."	Set [SESS]→SynchroStart to "Off."
Hitting the [7 START/STOP] RGB Square Pad does not stop the Session that is playing.	The product is in a mode other than Session Creator Mode.	Press the [SESS] button to enter Session Creator Mode, and then hit the [7 START/STOP] RGB Square Pad.
Hitting the [2 INTRO/ENDING]−[6 MAIN D] RGB Square Pads does not switch between the sections of the Session that is	The product is in a mode other than Session Creator Mode.	Press the [SESS] button to enter Session Creator Mode, and then hit the [2 INTRO/ENDING]−[6 MAIN D] RGB Square Pads.

playing.		
The Sequencer's 16th notes are not equally spaced.	[MENU]→Utility→Swing is set to a value other than "0."	Set [MENU]→Utility→Swing to "0."

Other

Problem	Cause	Solution
This product is not recognized by a smart device, even though they are connected via USB.	Some smart devices might misidentify themselves as the host (discharge side) and automatically disconnect.	Disconnect the USB cable, and then connect it again. See this page for details about the USB connection between this product and a smart device.
Sometimes the lighting pattern of the LEDs on the RGB Square Pads changes when a Pad is hit.	[MENU]→Utility→ LEDPatAutoBar is set to a value other than "Off," and [KIT]→PadEdit→NoteRepRat for the Pad that is hit is set to a value other than "Off."	Set [MENU]→Utility→LEDPatAutoBar to "Off," or the [KIT]→PadEdit→NoteRepRat to "Off."

Error Messages

A, B, I

Display	Description
AutoPowerOff Low Battery	Powering down due to low battery. Please charge the battery.
Backup Clear	Backups have been cleared.
InternalMemory Access Error	An access error has occurred in the User Sample Memory.
InternalMemory Memory Full	There is insufficient free space in the User Sample Memory. Execute either the "IntMemOptimiz" or the "DeleteIntMem" function.

P, R, S, T

Display	Description
Please Stop Recording	This function cannot be executed while the product is standing by to record or while recording is in progress. Either cancel the recording standby status or stop recording.
Recording Time Limit Exceed	Recording has been stopped because the maximum recording time (approximately 80 minutes per file) has been exceeded. Be sure to stop recording before the maximum recording time is exceeded.
Too Long Audio File	The selected audio file cannot be loaded into the User Sample Memory because it exceeds the maximum sample time for User Samples (approximately 20 seconds per file). Adjust the length of the audio file before loading it.
Too Short Audio File	The selected audio file cannot be loaded into the User Sample Memory because it is below the minimum sample time for User Samples. Adjust the length of the audio file before loading it.

U

Display	Description
Unsupported Audio File	The selected audio file is in a format that is not supported by this product. Please convert the file to a format that is supported by this product before

	selecting it. See this page for details about formats.
USB Device Access Error	An access error has occurred on the USB flash drive. Temporary access errors can occur, depending on the condition of the product and the performance of the USB flash drive. If they occur frequently, the performance of the USB flash drive might be insufficient.
USB Device List Full	The number of files in the root directory of the USB flash drive is greater than the maximum number of files this product can recognize (500 for each extension). See this page for details.
USB Device Memory Full	Insufficient free space on the USB flash drive. Either use a new USB flash drive or delete unnecessary files to free up space. See this page for details about how to delete files.
USB Device Memory Slow	Recording has been stopped due to the slow access speed of the USB flash drive. Access speed might temporarily slow down, depending on the condition of the product and the performance of the USB flash drive. If this occurs frequently, the performance of the USB flash drive might be insufficient.
USB Device Overcurrent	Overcurrent detected on the USB flash drive. Immediately remove the USB flash drive from the product, and then turn the product off and back on. Failure to do so could result in damage to the product.
USB Device Write Protect	Write protection is enabled on the USB flash drive. Disable the write protection on the USB flash drive.
User Sample Clear	The memory for User Samples has been cleared.