YAMAHA

Electronic Acoustic Drum Module

EAD50

V1.00

User Guide

EN

■ Introduction

Before using the product, check the firmware version on the screen called up via [MENU] → Version. When V1.00 is displayed, it is recommended to update the EAD50 to V1.10. Regarding the main enhancements from V1.00 to V1.10, refer to the following descriptions.

■ Main enhancements from V1.00 to V1.10

• Now added the Preset Scene "P071 Dry," which lets you output the microphone dry sound.

• Now some of the parameter settings for the Preset Scene have been changed.

• Now the initial settings of all the User Scenes have been changed to the same value as the one of Preset Scene "P071 Dry." To put the EAD50 into this state, execute the Factory Reset ([MENU] → Factory Reset) or Clear ([SCENE] → [F2] Job → Clear) after updating.

• Now expanded the setting range for the input gain to the microphone.
　　　[MIC/TRIG] → [F3] Setting → Mic → Mic In → Gain

• Now improved the operation of automatic gain adjustment for the microphone.
　　　[MIC/TRIG] → [F3] Setting → Mic → Mic In → Gain Auto Setup

• Now improved the operation of the Noise Gate which lets you set also the Threshold and Release.
　　　[MIC/TRIG] → [F3] Setting → Mic → Mic In → Noise Gate

• Now improved the operation of the Voice Layer settings which can be made more visually and easily.
　　　[MIC/TRIG] → [F3] Setting → Kit → Voice → Voice → Layer Mix

• Now you can audition the sound of the currently selected User Voice on the following screen.
　　　[MIC/TRIG] → [F3] Setting → Kit → User Voice → Sort Wave

• Now improved the behavior and screen display for the Looper and the Sampling.

• Now improved the balance between the audio volume input from the external device and the volume of other channels.

• Now improved the behavior of the Level Meter on the screen and Channel Indicator.

• Fixed other minor problems.

Contents

Introduction

The electronic acoustic drum module is a product used to acquire sounds from acoustic drums or percussion performances via the included Sensor Unit, modify them with Effects and sound quality processing, and then output the modified sounds to speakers or headphones. In addition to the microphone sound, the Sensor Unit can detect the Trigger Signals which produce electronic drum sounds (Voices). That means it can blend the natural resonance of acoustic drums with the powerful sounds of electronic drums to create performances with a wide range of expression.

About the Manuals

This product is shipped with the following instruction manuals.

● **Quick Guide (paper sheet included with product)**

Mainly intended to help users get started using the product quickly, this guide includes only a limited amount of key information. Be sure to read the "Precautions," "Notice," and "Information" sections
before using the product.

● **User Guide (this file, only released via the website)**

This guide explains all the other information about the product that is not included in the Quick Guide.

● **Data List (only available via the website)**

The Data List lists all contents included in the product and MIDI-related specifications.

All three manuals indicated above, including the Quick Guide, are available from the Yamaha Download website. Open the website indicated below, select your country or region, select "Manual Library," enter the model name (such as "EAD"), and then click "Search."

Yamaha Download Site: **https://download.yamaha.com/**

Accessories

For a list of accessories, refer to the Quick Guide (paper sheet included with product).

How to Search for Parameters (from page 60)

If viewing this document on a computer, you can use the link function that lets you jump the desired section by clicking and search function for terminology. Also use the function for jumping to the beginning of any chapter by clicking on the corresponding tab shown on the right side of each page.
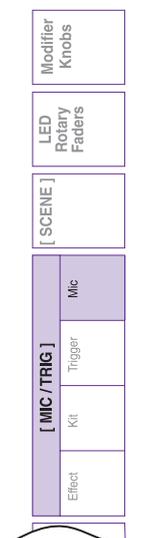
Panel Controls and Functions

Top Panel
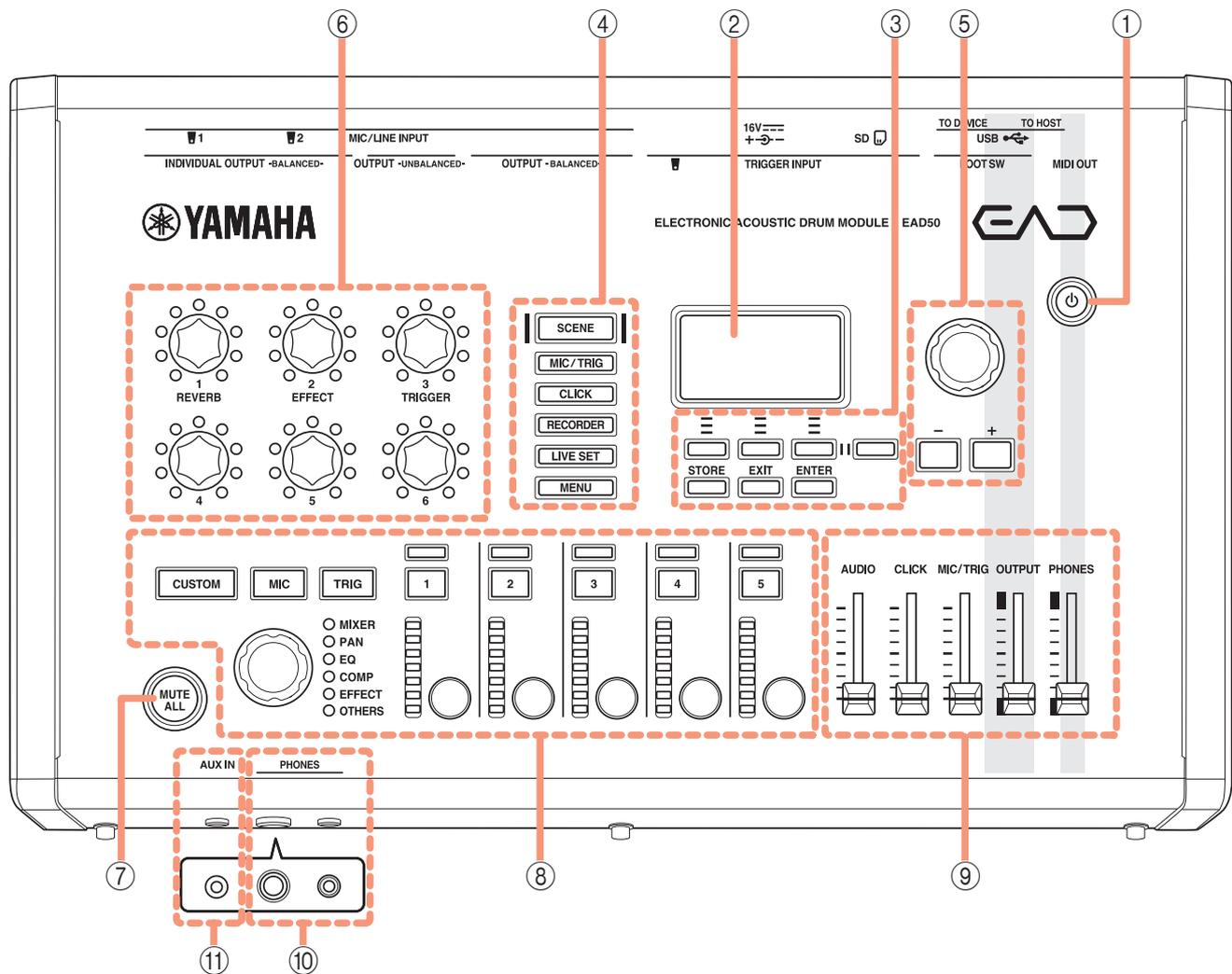
① **Standby/On Button**

② **Display Screen**

③ **Screen Operation Buttons**

④ **Mode Buttons**

⑤ **Knob and [+]/[−] Buttons** (for specifying setting values)

⑥ **Modifier Knobs**

⑦ **[MUTE ALL] Button**

⑧ **LED Rotary Faders and Related Buttons/ Knobs**

⑨ **Volume Sliders**

⑩ **[PHONES] Jacks**

⑪ **[AUX IN] Jack**
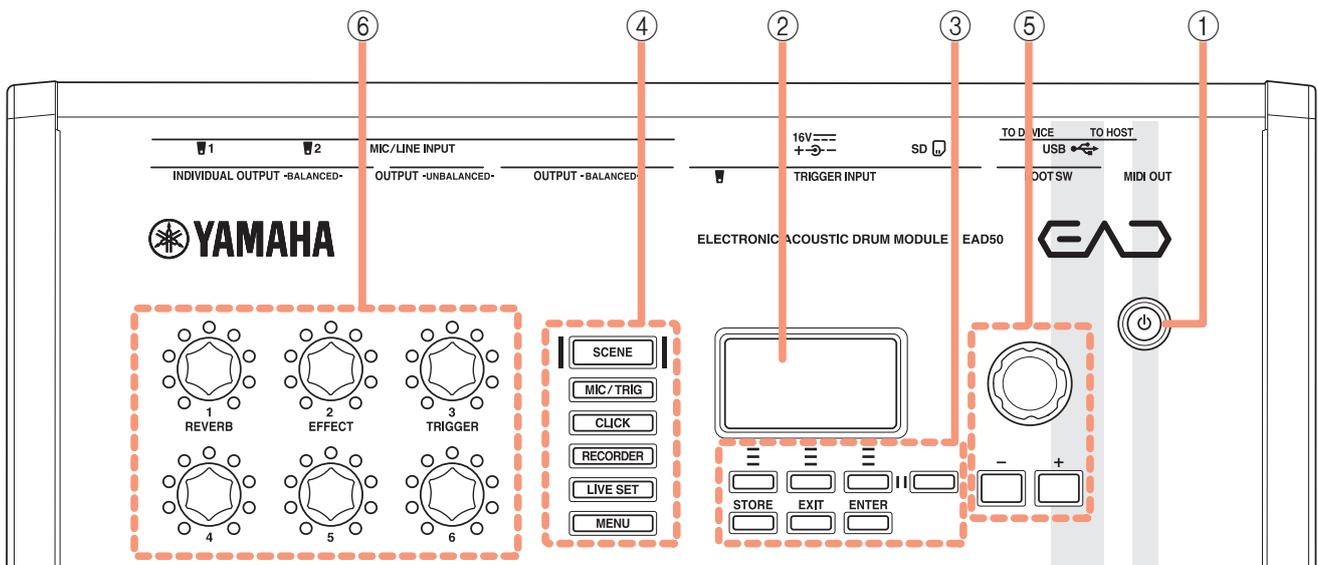
① Standby/On Button

Turns this product on or off.

② Display Screen........................... Page 45

This display is used to indicate the current status of this product, the status of each parameter setting, and other information. The display contrast level can be adjusted by tapping [MENU] → Utility → LCD Contrast (Page 158).

③ Screen Operation Buttons

The first row of buttons is for switching between functions linked to the display screen. Though the names of these buttons are not specifically printed on the panel, for explanatory purposes they are referred to as F1, F2, F3, and Alt. For more information, refer to Page 45.

The second row includes the following buttons.

- [STORE] Button
  Used to save Scenes (Page 73) and Live Sets (Page 156). For more information, refer to Page 78.
- [EXIT] Button
  Used to exit the current screen or display a screen that is 1 level higher in the screen hierarchy. The top screen of a Scene (Scene Selection screen) also includes a function (All Sound Off) for muting all Triggers currently being expressed.
- [ENTER] Button
  Used to display the screen that is 1 level lower in the screen hierarchy or to execute functions.

④ Mode Buttons

These buttons cover various functions of this product, which lets you enter the desired mode by pressing any of them. The currently selected mode button is lit.

- SCENE   ⇨ Page 73
- MIC/TRIG   ⇨ Page 85
- CLICK   ⇨ Page 128
- RECORDER   ⇨ Page 135
- LIVE SET   ⇨ Page 156
- MENU   ⇨ Page 158

⑤ Knob and [+]/[−] Buttons (for specifying setting values)

Both the knob and buttons operate the same functions. They are mostly used to set numeric values for the various parameters on the screen.

⑥ Modifier Knobs .... Page 60

These knobs can be operated to change various tone characteristics or switch between functions during performances. Though many parameters are located deep within the screen hierarchy, frequently used ones can be assigned to these knobs.
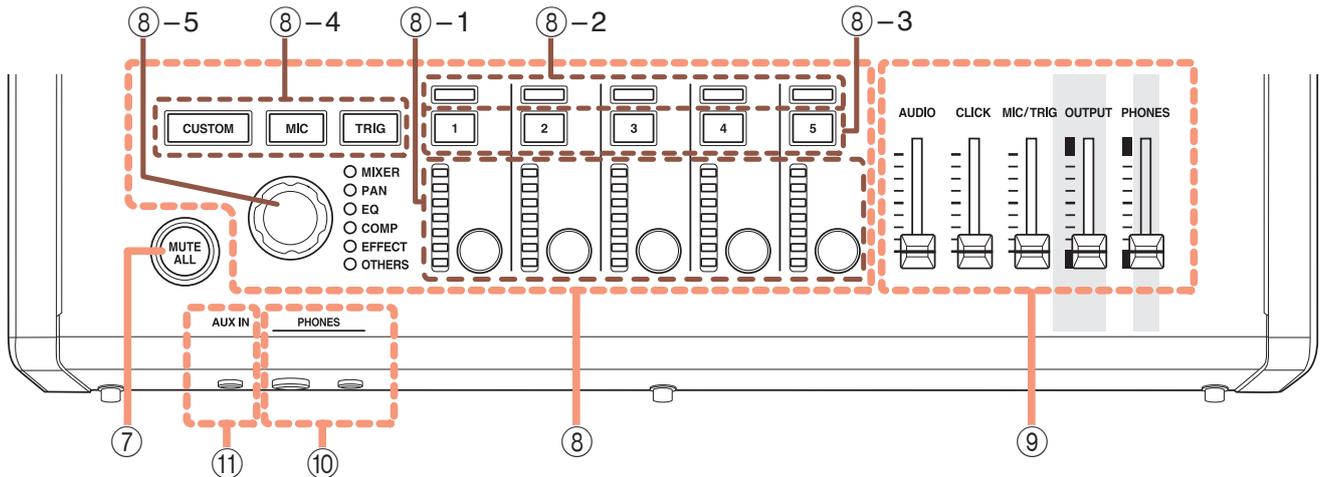
⑦ [MUTE ALL] Button

This mutes all channels which are played by this product. The button is lit when sound is muted.

⑧ LED Rotary Faders and Related Buttons/Knobs

.... **Page 70**

⑧–1 LED Rotary Faders

Rotating these faders applies various effects to the corresponding channel.

⑧–2 Channel Lamps

These lamps indicate the pairing status of respective channels. When the [MIC] button is lit, it also functions as a peak indicator. When playing the drums, the optimal status is when the peak indicator flashes occasionally when the overall drum set is hit.

⑧–3 Channel On/Off Buttons

These buttons toggle each channel on (lit) or off (unlit).

⑧–4 Fader Mode Buttons

These buttons are used to select the channels controlled by the LED rotary faders.
- If [MIC] is lit: The faders control mic inputs (Mic1 – Mic5).
- If [TRIG] is lit: The faders control Trigger sounds (Kick, Snare, and Trig3–10).
- If [CUSTOM] is lit: The faders control the other channels.

⑧–5 Fader Function Select Knob

Turn this knob to select the fader function. The selected function can be confirmed based on which of the LED lamps to the right (MIXER to OTHERS) is lit.

> **Channels**
>
> These are the individual sounds that make up the overall sound produced by this product. Channels include the input sounds input via the respective [MIC/LINE INPUT] jacks (shown as Mic1–5 on the screen) and the respective Trigger sounds input via the [TRIGGER INPUT] jacks (shown as Kick, Snare, or Trig1–22).

⑨ Volume Sliders

Operating these five sliders adjusts the volume level of individual audio sounds produced by this product as described below.

Slider	Audio Volume Adjusted
[AUDIO]	• Sounds input to the [AUX IN] jack • Sounds input to the [USB TO HOST] terminal • Sounds input via Bluetooth • Recorder function playback sounds
[CLICK]	CLICK playback sounds

[MIC/TRIG]	• Mic sounds: Sounds input via the [MIC/LINE INPUT] jacks
	• Trigger sounds: Sounds input via the [TRIGGER INPUT] jack
	• Audio file preview sounds input from external memory
	  [MIC/TRIG] → [F3] Setting →Kit →Inst →Inst →Import Wave →[F3] ▶
	  [MIC/TRIG] →[F3] Setting →Kit →User Voice →Import Wave →File to Bank →[F1] ▶
	  [CLICK] →[F3] Setting →Click →Import Wave →[F3] ▶
	  [RECORDER] →(Sampling) →[F4] Load →[F1] ▶
	  [MENU] →File →File Wave →Rename, Delete →[F3] ▶
	• User Voice preview
	  [RECORDER] →(Sampling) →[F7] LoadWM →[F1] ▶

[OUTPUT]	• Sounds output via the [OUTPUT] jack (indicated on the screen as "Main Out") • USB Audio Out 1/2 • Recording volume for Recorder, Looper, and Sampling
[PHONES]	Volume for headphones

AUX IN   PHONES
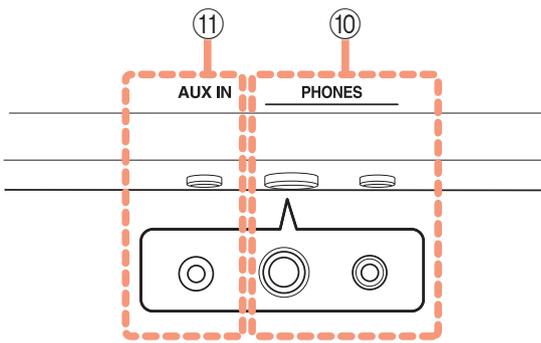
⑩ [PHONES] Jacks

Used to connect headphones to output the sound played on this product including the audio input from the external device.

This product is quipped both with the stereo mini-plug jack and standard stereo jack.

NOTE

Using both jacks simultaneously will decrease the output volume to the headphones.

⑪ [AUX IN] Jack

Jack compatible with stereo mini plugs. Connect an electronic keyboard, portable music player, or other device to input audio to this product.

Rear Panel
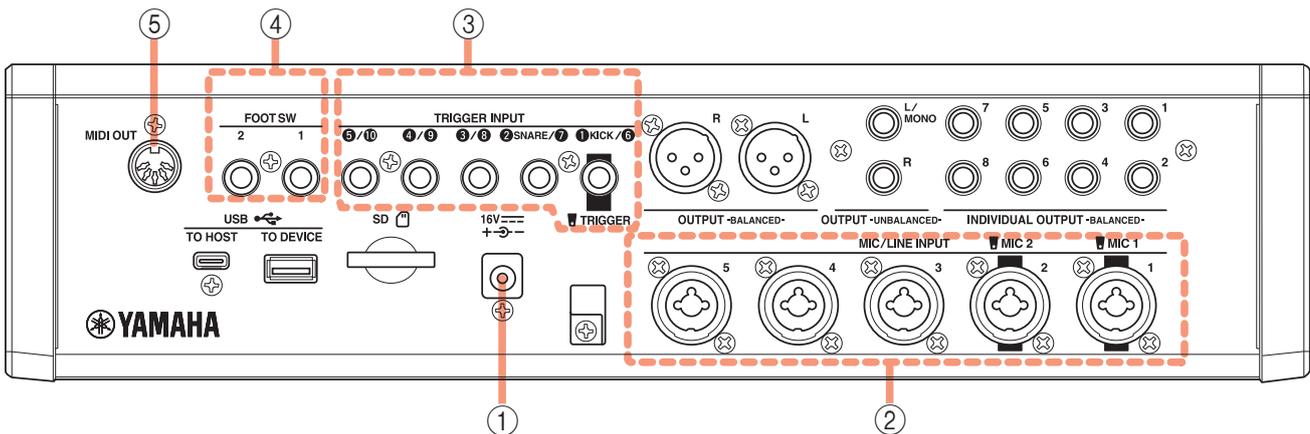
① DC IN Jack

Used to connect the provided AC adapter.

② [MIC/LINE INPUT] Jacks............ **Page 34**

These are jacks compatible with both TRS and XLR-type headphone plugs. Both are balanced connections. The XLR plugs are used for audio connections for microphones (devices that require gain amplification), such as for miking acoustic drum performances. The TRS phone plugs are used to connect electronic musical instruments (or other devices with a high output level). Jacks 1 and 2 are intended for cable connections from the included DSU50 sensor unit.

Phantom Power

This product can supply power to XLR-type condenser mics or other devices that need power via these jacks. That is referred to as "phantom power." For more information, refer to Page 87.

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③ [TRIGGER INPUT] Jacks........... **Page 18**

These jacks are compatible with standard stereo headphone jacks and are used to connect cables from electronic drum pads or from Trigger sensors attached to acoustic drums. The [❶ KICK/❻] jack is intended for connecting the cable from the included DSU50 sensor unit.

④ [FOOT SW] Jacks........................ **Page 35**

Used to connect a separately sold pedal or foot switch/controller.

⑤ [MIDI OUT] Terminal .... **Page 38**

Used for connecting a MIDI cable. This product conducts MIDI communications via the [USB TO HOST] terminal, but only MIDI output can be sent via a MIDI cable. Use the jack to output sounds from a drum tone generator that does not have a USB terminal.

Rear Panel (Continued)
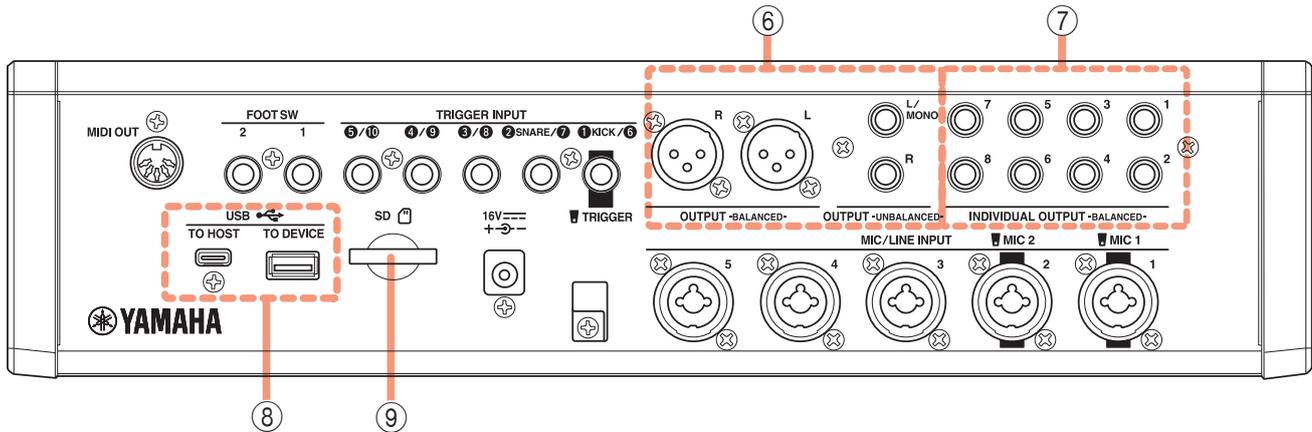
⑥ [OUTPUT] Jacks

These jacks are used to output all sounds produced by this product. They correspond to the channels indicated as [Main Out] in parameters shown on the screen. They include both XLR-type (balanced) and TRS-type headphone jacks (unbalanced). Both types output the same sound signal. Select the appropriate jack based on the device being connected.

NOTE

- To achieve monaural output, only connect the [L/MONO] jack.
- If a balanced output must unavoidably be connected to an unbalanced device, match the ground potentials of both devices. Unmatched potentials could cause a product damage/failure. For the cable connected to an unbalanced device, connect pin 1 to ground and pin 3 to the cold terminal.

⑦ [INDIVIDUAL OUTPUT] Jacks ...... Page 37

These output jacks are used to individually output audio sounds from respective channels. Outputting channels individually allows sending the sound necessary for specific people or applying Effects individually to specific channels, for example.

⑧ USB Terminals .... Page 10

This product includes two types of USB terminals (Type-A and Type-C).

The Type-C [USB TO HOST] terminal is used to connect a computer or other host device for MIDI or audio communication. The Type-A [USB TO DEVICE] terminal is for connecting a USB flash drive, electronic musical instrument, or other such device, with this product functioning as the host device. A variety of data created on this product can be saved in a USB flash drive. If an electronic instrument is connected, USB Trigger Link function of this product and connected devices can be used to input MIDI signals from that instrument.

USB Type-C™ and USB-C™ are trademarks of the USB Implementers Forum.

⑨ SD Memory Card Slot.................Page 11

In addition to a USB flash drive, an SD card can be used as storage media for saving data created on this product.

Polarity of Jacks (②), (⑥) , and (⑦)

Connector	Connector Polarity	Balanced/Unbalanced
MIC/LINE INPUT	TRS phone plugs* T (tip): Hot (+) R (ring): Cold (−) S (sleeve): Ground XLR connectors Pin-1: Ground Pin-2: Hot Pin-3: Cold	Balanced
INDIVIDUAL OUTPUT -BALANCED-	TRS phone plugs* T (tip): Hot (+) R (ring): Cold (−) S (sleeve): Ground	Balanced
OUTPUT -BALANCED-	XLR connectors Pin-1: Ground Pin-2: Hot Pin-3: Cold	Balanced
OUTPUT -UNBALANCED-	TRS phone plugs* T (tip): Signal S (sleeve): Ground	Unbalanced

* Also can be connected using a TS phone plug instead of a TRS phone plug. In that case, the connection is unbalanced.

Precautions for Using USB terminals

This product includes two types of USB terminals (Type-A and Type-C).

USB
TO HOST **TO DEVICE**
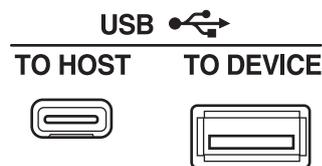
■ Precautions for Using the [USB TO HOST] terminal

The [USB TO HOST] terminal (Type-C) is used to connect this product to a computer, smart device, or other host device. MIDI or audio communication between the host device and application can be used to compose music. For more information, refer to pages 38 and 40.

• Prepare a USB cable appropriate for the connector shape on the device being connected. However, note that, depending on how it is connected, the connected device might not function as a host device.

• If connecting to a smart device or computer, take the following precautions to prevent damaging data in the event the device malfunctions or stops functioning (hangs).
  - Stop playing music with this product and close all applications before turning this product off and on or disconnecting and reconnecting a USB cable.
  - Wait at least 6 seconds before turning this product off and on or disconnecting and reconnecting a USB cable.

• If the smart device, computer, or this product stops functioning, restart the application, smart device, and computer, or turn this product off and on.

■ Precautions for Using the [USB TO DEVICE] Terminal

The following devices can be connected to the Type-A USB terminal.
• MIDI devices equipped with USB-MIDI function
• USB flash drives (except for devices such as USB hub, mouse, and computer keyboard)

Connecting MIDI Devices

Refer to Page 38 .

Connecting to a USB Flash Drive

• Insert the flash drive into the [USB TO DEVICE] terminal, being careful of its proper vertical orientation.

• Do not connect or disconnect the USB flash drive during playback, recording, or file operations (save, load, format, etc.) or while accessing the USB flash drive. Doing so could cause this product to stop or corrupt the USB flash drive or data.

• Wait several seconds before connecting/disconnecting the USB flash drive.

• Connect the flash drive directly to the unit, without using a hub or extension cable.

• Please check the URL shown below for a list of compatible USB flash drives.
  https://download.yamaha.com/

• The time required to save data to the USB flash drive or load data from USB flash drive can vary depending on the type of data or the status of this product.

Formatting USB Flash Drives

Using this product for formatting USB flash drives is recommended. USB flash drives formatted using other equipment might not function properly in this product. For information about formatting, refer to Page 177.

NOTICE

Formatting a USB flash drive will delete all data in the device. Before formatting, confirm that the flash drive does not contain any data that will be required.

Preventing Accidental Deletion of USB Flash Drive Data

Some USB flash drives include a write-protect function that prevents accidentally deleting data. Use that function to write-protect any valuable data stored in the device to prevent it from being overwritten. Conversely, use the browse function to make sure USB flash drive write-protections have been disabled before saving or otherwise changing data on the device.

Turning Off Power While a USB Flash Drive is Connected

Before turning off the power, confirm that the USB flash drive is not being accessed, such as for playback, recording, or file operations (save, load, format, etc.). Not doing so could corrupt the USB flash drive or data.

Precautions for Using SD Cards

This product includes a slot for inserting an SD card or SDHC card, which can be used to save data created on this product.

Compatible Cards

This product supports using SD and SDHC memory cards. Use cards with a suitable storage capacity.

Inserting SD Cards

- Insert SD cards with the metal terminal surfaces oriented upward, as illustrated below.
- Do not connect or disconnect SD cards during playback, recording, or file operations (save, load, format, etc.) or while accessing the SD card. Doing so could cause this product to stop or corrupt the SD card or data.
- Wait several seconds before connecting/disconnecting SD cards.
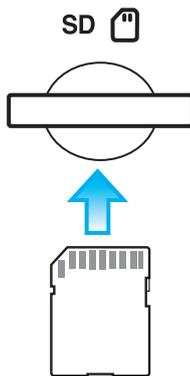
Formatting SD Cards

Using this product to format SD cards is recommended. SD cards formatted using other equipment might not function properly in this product. For information about formatting, refer to Page 177.

NOTICE

Formatting a SD card will delete all data stored in the card. Before formatting, confirm that the flash drive does not contain any data that will be required.

Preventing Accidental Deletion

Some SD cards include a lock switch that prevents accidentally deleting data. If the card contains valuable data, enable the lock switch to prevent the data from being overwritten. Conversely, check to make sure the lock switch is unlocked before using the card to save data.

Turning Off Power While an SD Card is Inserted

Before turning off the power, confirm that the SD card is not being accessed, such as for playback, recording, or file operations (save, load, format, etc.). Not doing so could corrupt the SD card or data.

Glossary

This lists terminology specifically related to acoustic or electronic drums and provides simple explanations for key terminology that can be viewed while reading this User Guide.

Term	Explanation	Reference destination
Audition (Preview)	This sets the velocity of the preview sound (audition) produced by pressing the [F3] button in the Trigger Input Select screen (Page 48).	Page 158
Bow	The broad area between the cymbal cup and edge areas.	Page 17
Channel	A unit constructing various sounds played by this product. This product includes channels for mic sounds (Mic1–5), Trigger sounds (Kick, Snare, and Trig3–22), and audio.	Page 37
Closed Bow (ClBw)	Hitting the bow area of a hi-hat cymbal with the foot controller pressed.	Page 18
Closed Edge (ClEg)	Refers to hitting the edge of a hi-hat cymbal with the foot controller pressed.	Page 18
Closed Rim Shot	For acoustic drums, this technique refers to using wrist control to hit the rim while muting the drum with a hand placed on the center area of the drum hitting surface (head). For electronic drum pads, it involves hitting only the closed rim area without touching the head.	Page 96
Cross-Stick (Xstick)	It has the same definition as "closed rim shot."	Page 63, 96, and 115
Crosstalk	The term "crosstalk" refers to resonance or interference between different pads, which can generate a Trigger signal from a separate pad when an electronic drum pad is hit (including from acoustic drums with a drum Trigger attached). For EAD and DTX series drums, crosstalk can be prevented by not emitting Trigger signal sounds that are lower than the specified value.	Page 98
Cup	The small raised portion at the center of cymbals.	Page 17
Drum Kit	Same definition as "Kit."	Page 17
Edge	Refers to the outer edge area of drums and cymbals.	Page 17
Foot-Closed	Closing the hi-hat cymbals together by pressing the hi-hat pedal.	Page 100
Foot-Splash	Technique for producing a fluctuating orchestral cymbal-like sound with the hi-hat by pressing and immediately releasing the hi-hat pedal.	Page 100
Head	On an acoustic drum, it refers to the membranes stretched across the hitting surface and rear surface of the drum, which generate a sound when hit with a stick. Those same surfaces are also referred to as a head on electronic drum pads.	–
Hi-Hat Cymbal	Percussion instrument with two cymbals stacked on a specialized stand with a pedal that can open (spread apart) or close (hit together) the two cymbals.	–
Inst	An Inst is the specific instrument sound produced when a specific pad is hit, where one Inst sound is assigned to each pad. They were also referred to as "Voice sets" for previous DTX series models.	Page 17
Kit	The set of percussion instrument sounds (Insts) assigned to various pads in an electronic drum set is referred collectively as a "Kit." For typical electronic drums, the preferred Kit can be selected based on the performance scenario or "Scene." For this product, a "Kit" is configured within a "Scene," so that selecting the Scene also results in selecting the Kit.	Page 17
Layers	Layers are parameter constraints assigned to Voices. EAD modules offer four layers available for assigning Voices to each electronic drum Trigger Input Source.	Page 108
Live Set	In terms of this product, a Live Set is the function for preparing a sequence of Scenes for successive execution during a performance.	Page 156
Membrane Switch	A component installed in some electronic drum pads. For example, if installed inside a single-piezo pad with multiple zones, these switches are used to differentiate between zones based on the voltage detected when the pad is hit.	Page 19
Open Bow (OpBw)	Refers to hitting the bow area of a hi-hat cymbal without stepping on a foot controller at all.	Page 18

Glossary

Term	Explanation	Reference destination
Open Edge (OpEg)	Refers to hitting the edge of a hi-hat cymbal without stepping on a foot controller at all.	Page 18
Open Rim Shot	Refers to the technique of simultaneously hitting both the head and rim of a drum, such as a snare drum, with a stick.	Page 96
Pad	The pads are the electronic drum components that are hit. The Trigger signals generated by hitting pads are used to produce electronic drum sounds (Voices) located in the electronic drum tone generator.	Page 17
Pad Lock	When configuring Trigger Input-related settings for this product, the applicable Trigger Input can be selected by hitting the corresponding pad. The pad lock function prevents the applicable Trigger from changing when a pad is hit.	Page 48
Pad Type	A pad type is a pre-adjusted set of Trigger Input signals or other settings that are configured to ensure an optimal sound is always produced when an electronic drum pad is hit. Because the tone generator can be connected to a wide variety of pads, such as kick, snare, tom, and cymbal pads, the pad types best suited to the characteristics of each pad are selected.	Page 95
Piezoelectric Element	These sensor devices are mounted inside electronic drum pads. These sensors determine the volume, quality, and tone of waveforms detected, based on how hard and where the pads are hit. Single-piezo or multi-piezo pads are available, equipped with a different number of piezoelectric elements.	Page 19
Real Ambience	Some electronic drum Insts (Voices) are composed of two types of waveforms, one recorded on-mic (sound of the instrument itself) and the other recorded off-mic (with reverb). This product includes a parameter called "Real Ambience" that can be used to configure Voices by adjusting the balance between those two types of waveforms.	Page 22
Rim	The rim is the frame used to fasten the hitting surface (head) on drums, such as on snare drums.	Page 17
Scene	A group of settings configured for playing drums in various specific situations and that can be recalled with a single button action is referred to as a "Scene."	Page 73
Talk	This product enables switching the settings for a connected microphone from the one for capturing drum performances to the one for capturing performers talking. That is displayed "Talk" on the screen.	Page 89
Trigger Input	Units of constraints for Trigger signals input to the tone generator module. They are configured from multiple Trigger Input Sources. One Inst is assigned to each Trigger Input.	Page 16
Trigger Input Source	This is the minimum unit of constraints for Trigger signals input to the tone generator module. They are configured from four layers. One Voice is assigned per layer, so that up to four Voices can be assigned to each Trigger Input Source.	Page 18
Trigger Sensor	This is the sensor used to acquire Trigger signals, with a piezoelectric element serving as the sensor for electronic drum pads and this product.	–
Trigger Signal	Signal generated from hitting an electronic drum pad. It communicates the force and location of the hit to the tone generator module for the electronic instrument. Then the tone generator module produces an electronic sound (Voice) based on the Trigger signal received.	Page 17
Trigger Sound	For convenience, the electronic sounds (Voices) produced based on Trigger signals are referred to as Trigger sounds.	Page 17
Voices	This refers to the individual electronic sounds (Trigger sounds) included in Inst sounds assigned to electronic drum pads.	Page 17
Zone	"Areas on electronic drum pads where different Trigger signals can be emitted. 1-zone, 2-zone, and 3-zone pads are available."	Page 19

What is "EAD"?

EAD modules are devices that create sound based on two types of signals received from sensors mounted on acoustic drums, sound input via a mic jack, and signals input via a Trigger jack.

- The sound input via a mic jack refers to the audio signal produced by hitting acoustic drums.
- The input signal via a Trigger jack refers to Trigger signals generated by Trigger sensors, mounted to acoustic drums or electronic drum pads, when they are hit. Based on those signals, this product produces corresponding electronic drum sounds (Voices) included in the module.

By mixing those both acoustic and electronic sounds with Effect settings, volume adjustments, and so on, the module can enhance personal drum performances to produce the sound preferred.

Conventional Setup: Without EAD
A mic is set up for each instrument in the drum set and the sounds input from each mic are then balanced by a mixing engineer making mixer adjustments at the live performance venue.
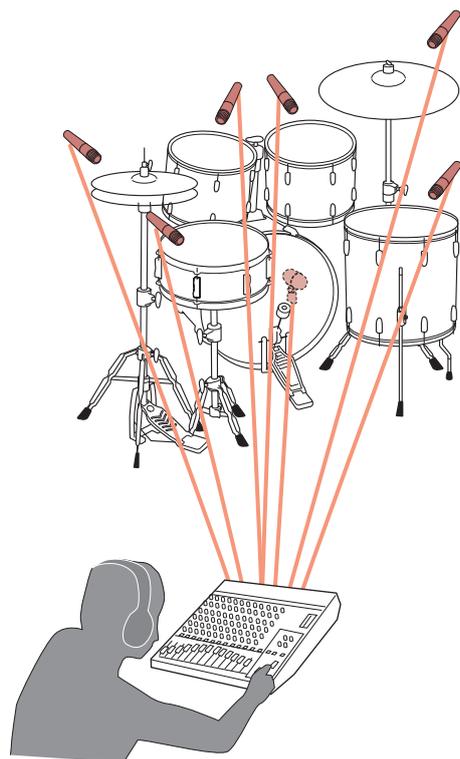
Setup with EAD
Performance sounds can be captured with one sensor unit, without setting up mics for individual instruments. Also, either an engineer or performer can adjust the balance themself.

Sensor unit included with this product

To PA mixer

Main unit
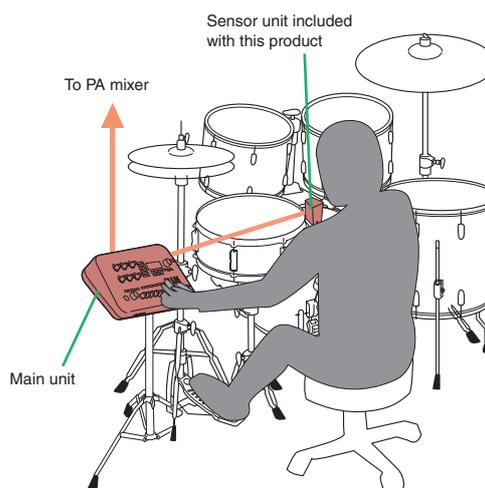
Acoustic Drum Section (with Microphone Inputs)

This section picks up the sound of the acoustic drums with microphones, and then makes mixing such as the volume balance adjustment and Effect settings to finalize the total sound.

Acoustic drum set

Included Sensor Unit
DSU50

MIC jack

5-pin stereo
XLR cable
for microphones

Inputs

Mic
Mic Volume
Mic Pairing
Mic In
Mic EQ
Mic TranComp
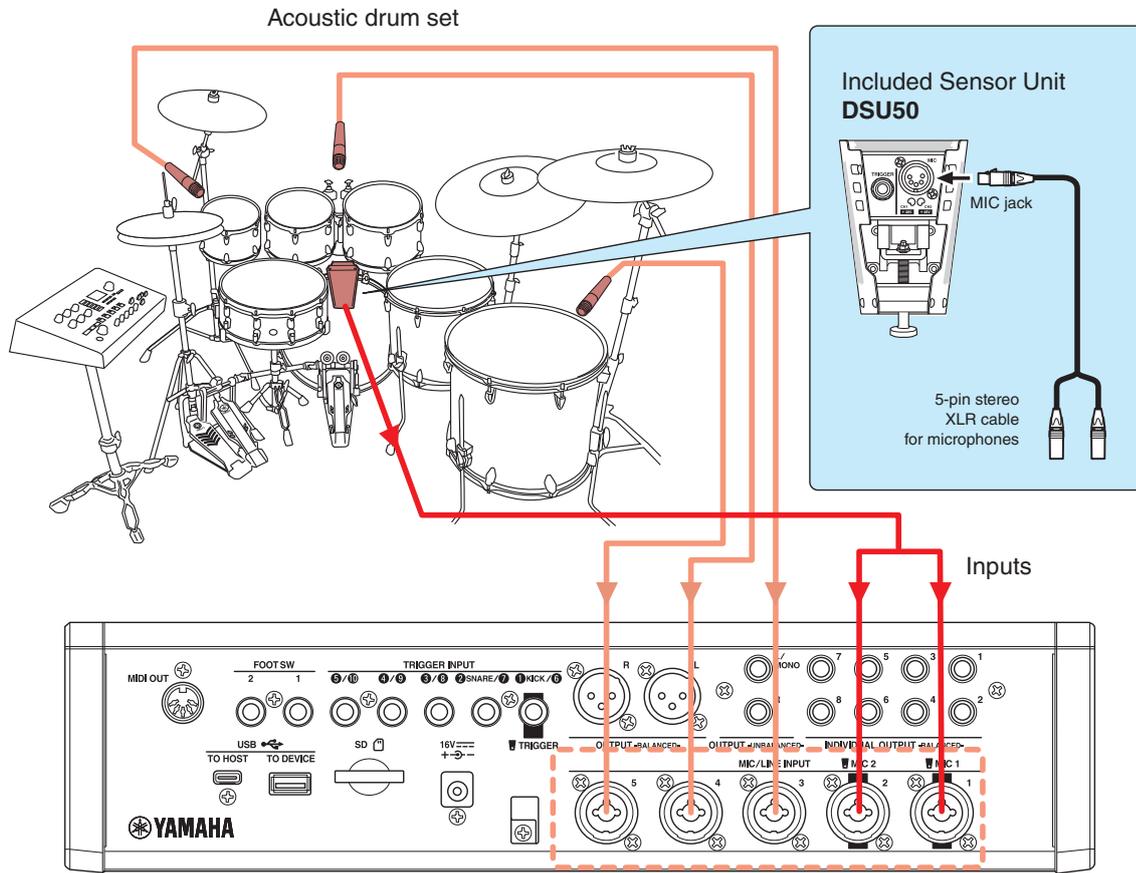
[MIC/TRIG] →Mic
entered to edit settings
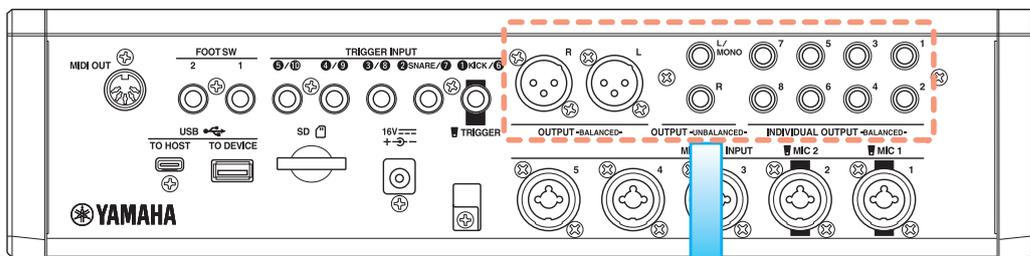
Outputs ([Page 37])

Electronic Drum Section (with Trigger Inputs)

This section generates the electronic sound (Voice) from the Trigger Signal generated by playing the acoustic drum equipped with a Sensor Unit or electronic drum pad, and then makes mixing such as the volume balance adjustment and Effect settings to finalize the total sound.
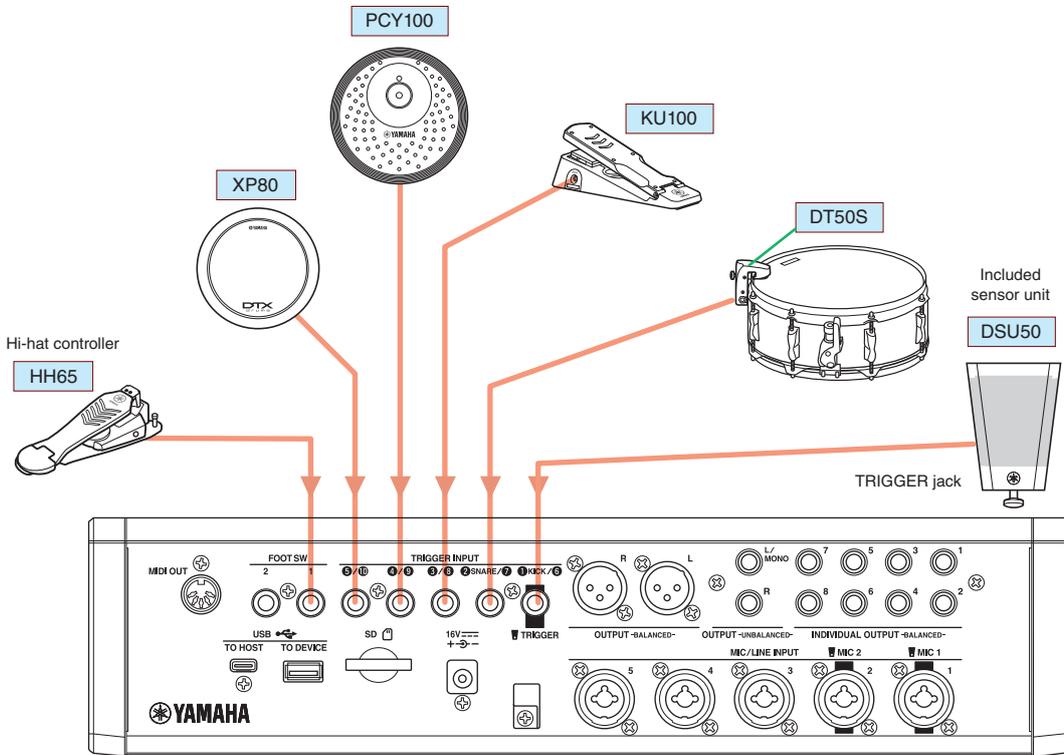
[MIC/TRIG] →[F3] Setting
→Trigger
entered to edit settings
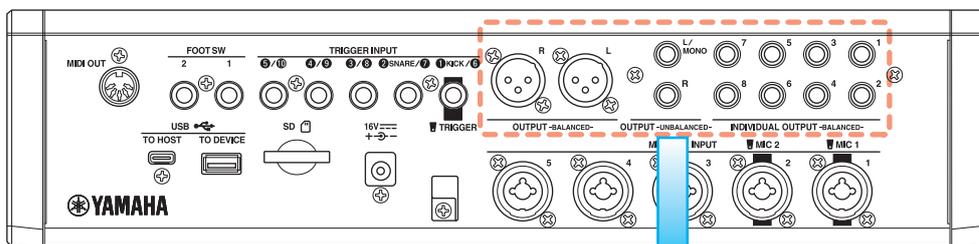
Outputs (Page 37)

Trigger Input Method (Integrated Trigger Input)

Generating Trigger Sounds (Kits, Insts, and Voices)

Trigger sounds (Kits, Insts, and Voices) are generated based on Trigger signals input to the EAD unit, such as by hitting a drum pad, as described below.

Kits

The set of percussion instrument sounds (Insts) assigned to various pads in an electronic drum set is referred collectively as a "Kit." For EAD modules, Kits are integrated into Scenes, so Kits are normally selected by selecting a Scene.

Insts

An Inst is the specific instrument sound produced when a specific pad is hit, where one Inst sound is assigned to each pad. To change the sound of a pre-installed Kit, the Inst settings (for each pad) are changed for each Trigger Input jack.

Voices

This refers to the individual electronic sounds included in Inst sounds assigned to electronic drum pads. To change the sound in more detail after selecting an Inst, the Voice settings are changed for each Trigger Input Source (each pad zone). To incorporate sounds not available in this product, user-specified Voices (User Voices) can be created, such as by Sampling or loading an audio file from a USB flash drive, and then assigning it to a corresponding pad.

- 1 pad (with multiple zones) = 1 Trigger Input = 1 Inst = 1 set of up to 4 layered Voices × the number of zones = 1 tone generator channel for an electronic drum set
- 1 zone = 1 Trigger Input Source = 1 set of layered Voices

EAD50 User Guide

17
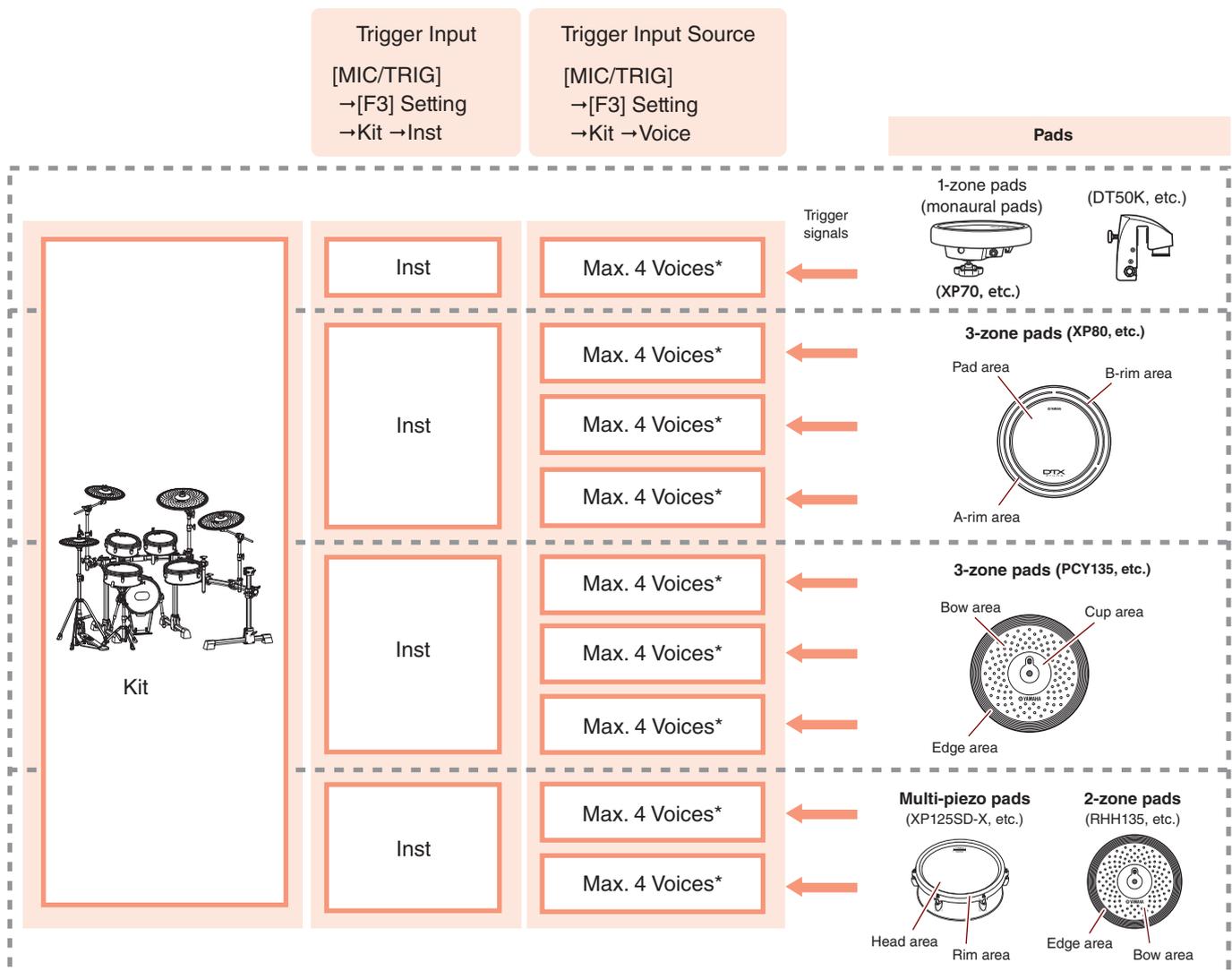
How to Configure Trigger Signal Inputs

The electronic tone generator in this product can process up to 24 Trigger Inputs.

Connector No.	❶	❷	❸	....	❺	❻	....	❿	FOOT SW 1	FOOT SW 2		....	
Trigger Input	Kick	Snare	Trig3		Trig5	Trig6		Trig10	Foot1	Foot2	Trig11		Trig22
Trigger Input Source	KickSrc1	SnareSrc1	Trig3Src1		Trig5Src1	Trig6Src1		Trig10Src1	Foot1Src	Foot2Src	Trig11Src1		Trig22Src1
	KickSrc2	SnareSrc2	Trig3Src2		Trig5Src2						Trig11Src2		Trig22Src2
	KickSrc3	SnareSrc3	Trig3Src3		Trig5Src3						Trig11Src3		Trig22Src3

Trig11 – Trig22 only support MIDI inputs

■ Trigger Signals Input via Trigger Input Jacks

This product receives Trigger signals from electronic drum pads and other devices connected to this product. All Trigger Input jacks are stereo jacks that can receive up to 2 types of Trigger Inputs via one cable (and one jack). That is why each jack name comprises two digits, such as "❹/❾."
The following screens are used to specify settings, such as the types of pads to connect and what input mode to use for Trigger signals.

[MIC/TRIG] →[F3] Setting →Trigger →Trig Pairing

[MIC/TRIG] →[F3] Setting →Trigger →Trig In → Pad

■ Trigger Signals Input from Foot Switch Jacks

Trigger signals are generated based on signals input from a foot switch or foot controller connected to this product. Use the following screens to specify necessary settings, such as for selecting the pads (Trigger signals) to be controlled by those devices.

[MIC/TRIG] →[F3] Setting →Trigger →Trig In →Foot Sw1, Foot Sw2 →HH Trig In

If HH Trig In = Off.

Emits Voices Foot1 and Foot2.

Trigger Input	Foot1	Foot2
Trigger Input Source	Foot1Src	Foot2Src

If any setting other than HH Trig In = Off.

The performance technique is controlled assuming HH1 and HH2 are hi-hat cymbal Voices.

Trigger Inputs	HH1	HH2
Trigger Input Source	• HH1OpBw • HH1OpEg • HH1ClBw • HH1ClEg • HH1FtCl • HH1FtSp	• HH2OpBw • HH2OpEg • HH2ClBw • HH2ClEg • HH2FtCl • HH2FtSp

■ Trigger Signals Generated Based on MIDI Inputs (All Trigger Inputs)

All Trigger signals can be controlled by MIDI. If a note number matching any of the note numbers (Num) specified for Layer A of respective Trigger Inputs on the following screen is input by MIDI, then a Trigger signal is generated and the sound is produced.

[MIC/TRIG] → [F3] Setting → Kit → Voice → Voice MIDI → Note 1

■ Trigger Input Jack Specifications

TRIGGER INPUT
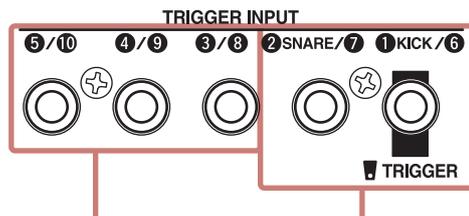
These are compatible with either multi-piezo pads (equipped with multiple piezoelectric sensors) or 1, 2, or 3-zone pads. In addition, they are also compatible with pads with position detection functionality and non-Yamaha pads.

These are only compatible with multi-piezo pads (equipped with multiple piezoelectric sensors) or 1-zone pads. They cannot be used with 2 or 3-zone pads. If connected, they will function as a 1-zone pad (only the head will function for snare pads, only the bow shot for cymbals, etc.).

Using Non-Yamaha Pads

Non-Yamaha pads can be connected to Trigger Inputs ❸/❽, ❹/❾, and ❺/❿ by configuring the following settings.

• **Pad Type Selection**

   [MIC/TRIG] →[F3] Setting →Trigger →Trig In →Pad →Type=Kick Trigger Pedal (Category=Kick)

   [MIC/TRIG] →[F3] Setting →Trigger →Trig In →Pad →Type=Bar Trigger Pad1, 2 (Category=Others)

• **Using the Above Selection to Specify Settings Automatically**

   [MIC/TRIG] →[F3] Setting →Trigger →Trig In →Pad →Attenuator=On

■ Electronic Drum Pads Connectable to Trigger Input Jacks

● 1-Zone Pads

The simplest type of electronic drum pad, these generate only one type of Trigger signal from a piezoelectric element. Consequently, they play the same Voice no matter where they are hit on the pad.

● 2-Zone and 3-Zone Pads

These pads are equipped with membrane switches that generate different Trigger signals depending on the pad location (zone) hit. Consequently, they can play 2 or 3 different types of Voices. However, note that multi-zone pads are not supported by ❶ KICK/❻ and ❷ SNARE/❼ jacks.

● Multi-Piezo Pads

These pads are equipped with multiple piezoelectric elements.

■ Specifications for Generating Trigger Signals by Electronic Drum Pads

• **Signals Generated by Piezoelectric Elements**

Electronic drum pads are equipped with at least one piezoelectric element. When a pad is hit, the piezoelectric element reacts to generate a Trigger signal. Pads equipped with 2 or more types of piezoelectric elements are referred to as multi-piezo or 2-piezo pads.

• **Signals Generated by a Membrane Switch**

Membrane switches are electronic components included in 2-zone and 3-zone pads. Hitting a particular location (zone) on the pad activates the corresponding switch, which generates a Trigger signal for that location.

• **Signals Generated by Position Detection Functionality**

These pads are able to generate different signals for hitting different positions within the same zone. Since the positions are within the same zone, the same Voice is played, but the sound naturally varies for different positions hit.

NOTE

Due to the wide variety of electronic drum pad specifications available, after connecting a pad, select the appropriate pad type on the screen shown below.

   [MIC/TRIG] →[F3] Setting →Trigger →Trig In →Pad →Type

Trigger Input Mode

Trigger Input jacks with two numbers in the name, such as "❹/❾", are designed to receive two monaural signals (stereo signal). That means 2 types of Trigger signals can be input to this product via each cable (each connector). Accordingly, the input mode can be changed for either of the two types of Trigger signals, to either input the signal from one Inst (pad) or input the signals from separate Insts (pads).

Example of Setting [MIC/TRIG] → [F3] Setting → Trigger → Trig Pairing = Separate

Trigger signals from 3-zone pads are input to the ❹ system and then the signal from only the main hitting surface of the 3 types (bow area for cymbals or head area for snares/toms) is sent to the tone generator (Trigger Input Source) for playing the Voice.
Trigger signals from 1-zone pads are input to the ❾ system and then sent directly to the tone generator (Trigger Input Source) for playing the Voice.
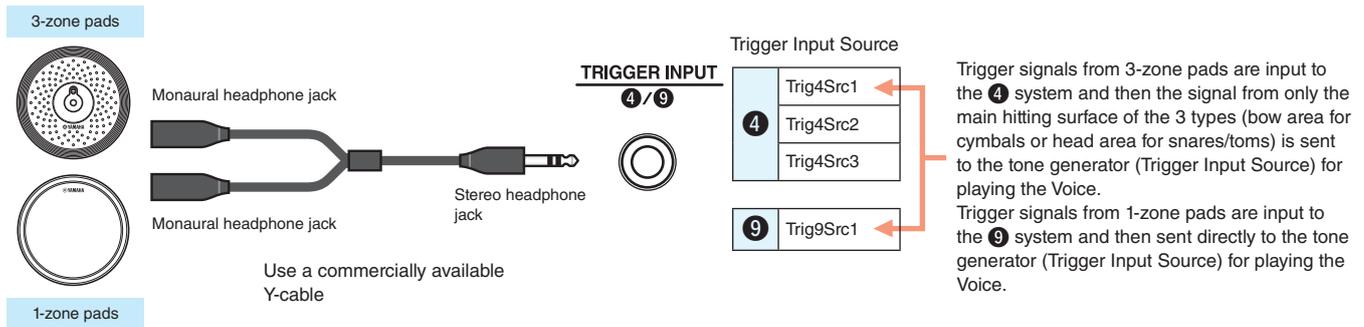
Example of Setting [MIC/TRIG] → [F3] Setting → Trigger → Trig Pairing = Paired

Trigger signals from pads are input to the ❹ system and then all 3 types are sent to the tone generator (Trigger Input Source) for playing the Voice. The ❾ system is not used.
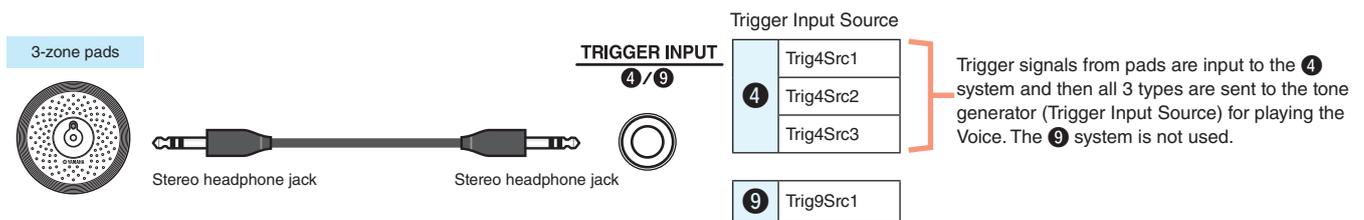
Configuring Effects

Diagram of Effects

Mic Input Channels (Acoustic Drums)

Mic1
Mic2
Mic3
Mic4
Mic5

Mic Input-Specific Insertion Effect `MicSel`

EQ — [MIC/TRIG] →[F3] Setting →Mic →Mic EQ

Transient Compressor — [MIC/TRIG] →[F3] Setting →Mic →Mic TranComp

Insertion Effect 1 — [MIC/TRIG] →[F3] Setting →Effect →Ins1 Mic

Insertion Effect 2 — [MIC/TRIG] →[F3] Setting →Effect →Ins2 Mic

Trigger Input Channel (Electronic Drums)

Waveform   Real Ambi

Kick
Snare
Trig3
:
:
Trig22

Trigger Input-Specific Insertion Effect `TrigSel`

EQ — [MIC/TRIG] →[F3] Setting →Kit →Inst →Inst EQ

Transient Compressor — [MIC/TRIG] →[F3] Setting →Kit →Inst →Inst TranComp

Insertion Effect* — [MIC/TRIG] →[F3] Setting →Effect →Ins Trig

* Trig18 – 22 do not have Insertion Effects.

System Effects   [MIC/TRIG] →[F3] Setting →Effect

FX1 →Send Mic, Send Trig
FX2 →Send Mic, Send Trig

FX1 →Send All
FX2 →Send All

Send level can be set individually for mic and Trigger Inputs.

FX1 →Return
FX2 →Return
Reverb →Return

Reverb →Send Mic, Send Trig

Reverb →Send All

FX1 →Send to Reverb

Reverb

FX1

FX2 →Send to Reverb

FX2

Master Effects

[MIC/TRIG] →[F3] Setting →Effect

Master FX   Master Compressor   Master EQ

[MENU] →Output →Phones EQ

Phones EQ

Audio Channels

AUX IN
USB Audio 1/2
USB Audio 3/4
USB Audio 5/6
USB Audio 7/8
Recorder playback1
Recorder playback2
Looper playback
Sampling playback
Click
Bluetooth Audio

Audio Input-Specific EQ

EQ — [MENU] →Aux In →Aux In EQ
[MENU] →USB Audio →USB Audio EQ
[RECORDER] →[F3] Setting →Recorder EQ
[MENU] →Bluetooth →Bluetooth EQ

Effect Structure

The Effects applied to the sound of this product are organized as below.

Effects Block	Setting Screen	Description
Real Ambience	[MIC/TRIG] →[F3] Setting →Effect →Real Ambi	Some electronic drum Insts (Voices) are composed of two types of waveforms, one recorded on-mic (sound of the instrument itself) and the other recorded off-mic (with reverb). Real Ambience is the function for adjusting the balance between on-mic and off-mic sound. **NOTE**: Insts (Voices) not composed of both on-mic and off-mic waveforms cannot be balanced by Real Ambience. For more details, check the Data List.
Channel-Specific Effects		Of all the channels for mic sounds and Trigger sounds, these Effects are only applied to specific channels.
Mic-Specific EQ	[MIC/TRIG] →[F3] Setting →Mic →Mic EQ	These EQ are only applied to sounds input to specific mic jacks.
Inst-Specific EQ	[MIC/TRIG] →[F3] Setting →Kit →Inst →Inst EQ	This EQ is only applied to specific electronic drum pad Insts.
Mic-Specific Transient Compressor	[MIC/TRIG] →[F3] Setting →Mic →Mic TranComp	Applies Transient Effect (attack and release) and Compressor together to each sound input via microphone input jacks.
Inst-Specific Transient Compressor	[MIC/TRIG] →[F3] Setting →Kit →Inst →InstTranComp	Applies Transient Effect (attack and release) and Compressor together to each Inst in the current Drum Kit.
Mic-Specific Insertion Effect 1	[MIC/TRIG] →[F3] Setting →Effect →Ins1 Mic	Applies two systems of Insertion Effects individually to sounds input via each mic input jack.
Mic-Specific Insertion Effect 2	[MIC/TRIG] →[F3] Setting →Effect →Ins2 Mic	
Trigger-Specific Insertion Effect	[MIC/TRIG] →[F3] Setting →Effect →Ins Trig	Applies one system of Insertion Effects individually to each Drum Kit Inst generated from the Trigger Input. **NOTE**: This is not available for Trig18–22.

Configuring Effects

Effects Block	Setting Screen	Description
System Effects		These Effects are applied to all the channels for mic sounds and Trigger sounds. Selectable Effect types are the same for all parts, but the depth they are applied can be changed for each part by specifying a Send Level.
		Sounds sent from respective parts to the Effect block in accordance with the specified send level are processed to create a wet sound. Then that sound is returned to the original route via the same return level for all parts and finished by mixing it with a dry sound (sound without any Effects applied).
		System Effects are configured with the following 3 parallel blocks, with the selected type and specified send level for each block.
		NOTE: • It is also possible to externally output wet sounds configured in each block independently (Pages 120 and 121). • This not only specifies the sounds to be sent to System Effects, but also the sounds not to be sent (dry) (Page 122)
Reverb	[MIC/TRIG] →[F3] Setting →Effect →Reverb	Reverb refers to the residual vibrational effects (reverberation) used to simulate a live performance at a concert hall or club.
FX1	[MIC/TRIG] →[F3] Setting →Effect →FX1	These Effects include types, such as delay or chorus.
FX2	[MIC/TRIG] →[F3] Setting →Effect →FX2	
Master Effects		These Effects are applied to all the channels for mic sounds and Trigger sounds.
Master FX	[MIC/TRIG] →[F3] Setting →Effect →Master FX	Master Effects are applied to the overall sound played on this product, excluding audio inputs.
Master Compressor	[MIC/TRIG] →[F3] Setting →Effect →Master Comp	These Compressor Effects are applied uniformly to the overall sound played on this product, excluding audio inputs.
Master EQ	[MIC/TRIG] →[F3] Setting →Effect →Master EQ	The EQ (equalizer) unit divides sound into multiple frequency bands and raises or lowers the level (gain) of those individual bands. The Master EQ is an equalizer applied to the overall sound played on this product, excluding audio inputs.

Configuring Effects

Effects Block	Setting Screen	Description
Channel-Specific EQ		In addition to the Master EQ applied to the overall sound, excluding audio inputs, EQ units are also available for individual Inst, mic, or other channels.
Inst-Specific EQ	[MIC/TRIG] →[F3] Setting →Kit →Inst →Inst EQ	Refer to Page 22.
Mic-Specific EQ	[MIC/TRIG] →[F3] Setting →Mic →Mic EQ	Refer to Page 22.
Inputs from the AUX IN Jack	[MENU] →Aux In →Aux In EQ	This EQ is applied to sounds input to the [AUX IN] jack.
Inputs from the [USB TO HOST] terminal	[MENU] →USB Audio →USB Audio EQ	This allows specifying EQ settings individually for each of the 4 pairs of stereo tracks (1/2, 3/4, 5/6, and 7/8) of sounds input via the [USB TO HOST] terminal.
Using the Recorder to Playback Audio Recordings	[RECORDER] →[F3] Setting →Recorder EQ	EQ settings can be specified separately for both Recorder audio playback systems (Playback1 and Playback2).
Inputs via Bluetooth	[MENU] →Bluetooth →Bluetooth EQ	Bluetooth EQ is applied to sounds input via Bluetooth.
Headphones Sound EQ		
Phones EQ	[MENU] →Output →Phones EQ	EQ settings can be applied to sounds heard via headphones connected to the [PHONES] jack.

Equalizer Shape

■ Equalizers (EQs)

An equalizer is a device that can boost or cut any of several frequency bands or adjust the Q factor (frequency characteristics) to create the desired sound. The Master EQ includes 5 bands and channel-specific EQs (Page 24) include 4 bands.

● **EQ with 5 bands (Master EQ)**
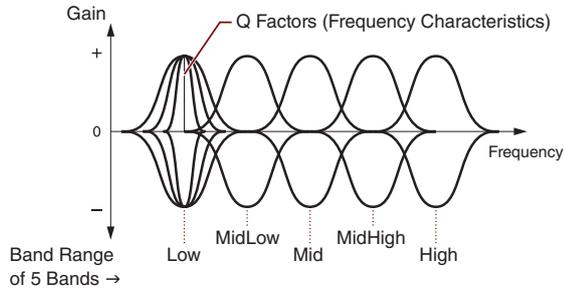
● **EQ with 4 Bands (Channel-specific EQ)**
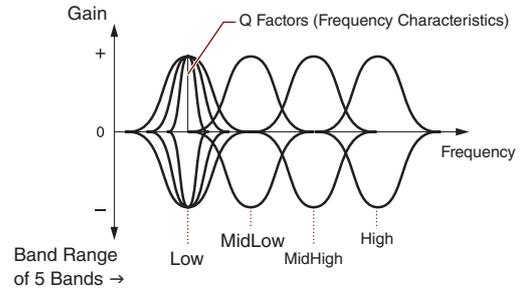
> **Q Factors (Frequency Characteristics)**
>
> For each EQ band, the Q factor sets the frequency range to which equalizing effects are applied. The larger the setting value, the narrower the frequency range and the more quickly tone characteristics change. The smaller the value, the wider the frequency range and the more gradually tone characteristics change.

■ Shelving vs Peak/Dip (PeakDip)

Adjustments to either raise or lower each frequency band, as shown above, are referred to as "PeakDip." In contrast, adjustments with a shape that increases or reduces sounds above or below a particular frequency are referred to as "shelving." Selecting the shelving shape toward the lower or higher frequency end applies the same effect as a low-pass or high-pass filter.

Shape of Low-Frequency End (Low Shape)

This selects one of the following shapes for all EQs (Pages 23 to 24).

Shape of High-Frequency End (High Shape)

This selects one of the following shapes for all EQs (Pages 23 to 24).
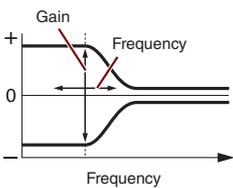
● **LowShelving**   ● **PeakDip**
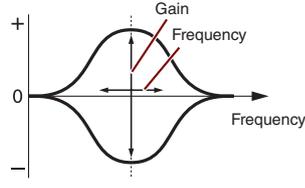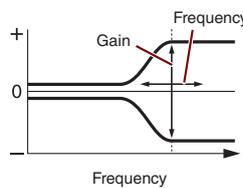
● **HighShelving**   ● **PeakDip**
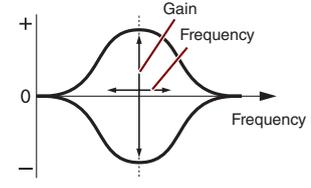
■ Filter

This product achieves the Effect of a high-pass filter (HPF) and low-pass filter (LPF) by the following methods.

- The HPF is equipped with independent filters with relevant settings specified on the EQ setting screen for the four bands excluding the Phones EQ.
- The LPF is achieved using the EQ high frequency band, with relevant settings specified by the High Shape setting on all EQ setting screens excluding the Phones EQ.

Both can be set via the EQ Settings screen for respective channels.

Internal Memory Structure

Inside EAD50

STORE

Editing Scenes
(Page 73)

Scenes
U001–U200
U200
U001

STORE

Editing Live Sets
(Page 156)

Live Sets
U01–U50

Sampling Function
(Page 151)

Wave Memory

User Voices
U001–U500

`LoadWM`

`SaveWM`

Recording by Sampling
(Page 151)

**Internal Memory
(IntMem)**

Samples

Recording with Looper
(Page 145)

`SaveD`

`LoadD`

Recording with Recorder
(Page 135)

External Memory
(Media)

USB
TO DEVICE

SD

[MENU] →File
→File Scene →Save

**Scene.bin
(Default File Name)**

[MENU] →File
→File Scene →Load

Data for the User Voice used within Scenes can also be saved/loaded.

[MENU] →File
→File All →Save

All.bin

[MENU] →File
→File All →Load

[MIC/TRIG] →[F3] Setting
→Kit →User Voice
→Import Wave

XXXX.wav

XXXX.wav

Details of User Voice

- This product includes a region of memory, referred to as the "wave memory," where recorded or imported waveform samples are saved as User Voices.
- A total of up to 500 such user-defined Voices can be saved, with each User Voice composed of 10 banks. However, multiple banks cannot be sounded with the same Voice at the same time. Adjust the velocity range and then play the Voice separately based on the hitting force level. If two banks share the same velocity range, then the Voice is sounded for the bank with the lower bank number.
- Samples created by the Sampling function are assigned to one of those banks.

NOTICE

Only one sample can exist in internal memory at the same time. When sound is recorded or an audio file is loaded, the data that originally existed is deleted by overwriting. For data to be retained, be sure to save it in external memory.

Composition of Scenes

User Scene 200 (U200)

User Scene 001 (U001)

Scene 70 (P070)

Scene 2 (P002)

Scene 1 (P001)

Settings for Mic Input Sounds (Sounds from Hitting Acoustic Drums)

Mic
[MIC/TRIG] →[F3] Setting →Mic

Mic/Kit Vol (Mic/Kit Volume)
[MIC/TRIG] →[F3] Setting →Mic

Modifier
· [SCENE] →[F1] ModSel →[+] or [−] button/knob
· [SCENE] →[F3] Setting →Modifier

Effect
[MENU] →Effect

Fader
· Fader mode selection status
· Fader function selection status
· [SCENE] →[F3] Setting →Fader

Tempo
Enter settings on the screen displayed by pressing [CLICK].
This tempo value is used for sequencer playback. Click playback and Effects are also synchronized.

Settings for External Audio Inputs

Aux In
[MENU] →Aux In

USB Audio
[MENU] →USB Audio

Bluetooth
[MENU] →Bluetooth

Settings for Electronic Drum Sounds Emitted Based on Trigger Signals

Trigger
[MIC/TRIG] →[F3] Setting →Trigger

Kit
[MIC/TRIG] →[F3] Setting →Kit

Function
[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice Func

Settings for [CLICK]

Click
[CLICK] →[F3] Setting

Other Settings (MIDI etc.)

Utilities
[MENU] →Utility

Settings for Recording, Looping, and Sampling

Recorder
· [RECORDER] → Recorder → Select Audio File → [F3] Setting
· [RECORDER] → Looper → [F3] Setting
· [RECORDER] → Sampling → [F3] Setting

Settings for External Audio Outputs

Output
[MENU] →Output

Composition of Live Sets

[LIVE SET] → [F3] Setting (Page 75)
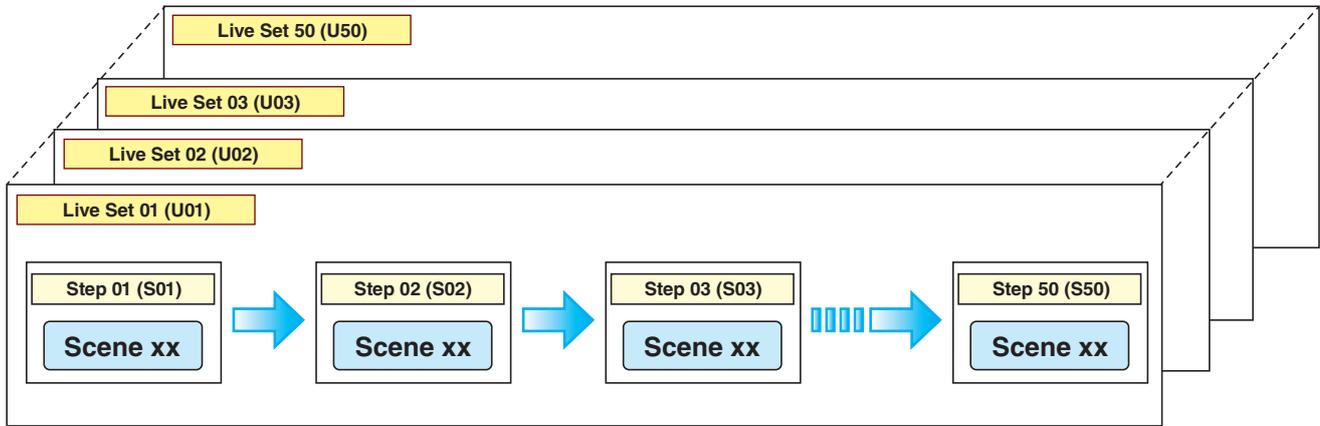
Preparation

Basic Setups

This product allows users to fully enjoy playing the drums by simply attaching the included DSU50 sensor unit to the bass drum, but richer drum performances can be achieved by also purchasing and attaching additional microphones, drum Triggers, and/or electronic drum pads.
This section describes how to configure settings for Preset Scenes (Page 79) included in this product.

> **NOTE**
> - For instructions on how to configure the system using this product alone (such as how to attach the DSU50 sensor unit to the bass drum), refer to the Quick Guide.

■ Setup A

This setup involves connecting additional electronic drum pads (sold separately) or Trigger sensors (sold separately) that are not included with the acoustic drums. The setup could be considered a basic configuration for a hybrid drum set that can be played with a good balance between acoustic and electronic drums. It also serves as the basic configuration for Setup B and other setups.
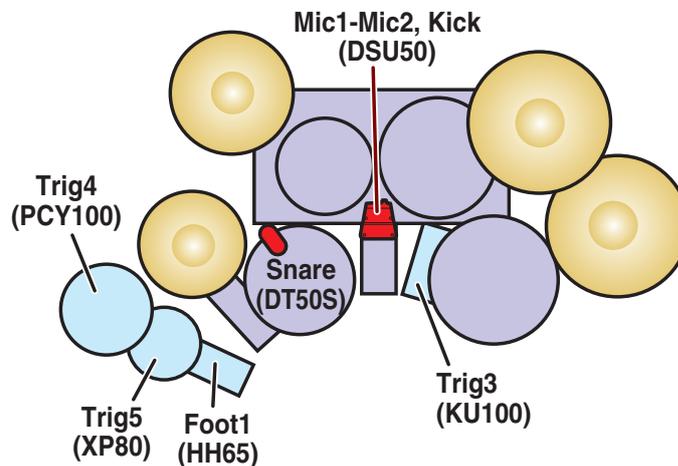
■ Setup B

This setup consists of Setup A with Trigger sensors attached to the tom drums (acoustic).
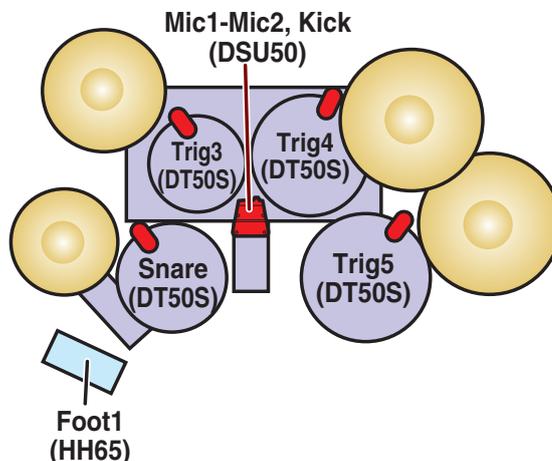
■ Setup C

This setup consists of Setup A with an additional DSU50 unit (not included with the basic configuration) attached above the player's head. The additional DSU50 unit is generally oriented at the angle shown below, with respect to the hitting surface.

Top View

Mic1-Mic2, Kick (DSU50)

Mic4-Mic3* (DSU50)

Trig4 (PCY100)

Snare (DT50S)

Trig5 (XP80)

Foot1 (HH65)

Trig3 (KU100)
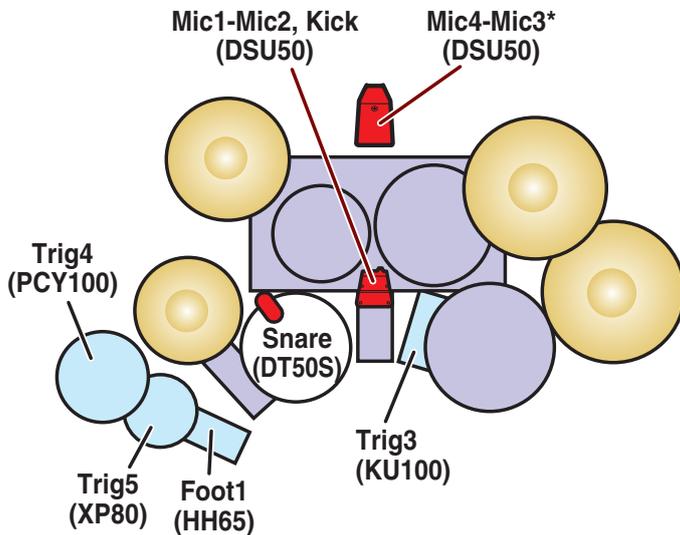
* For DSU50 sensor units positioned overhead and toward the front, connect the L-connector (white) to the [MIC 4] jack and the R-connector (red) to the [MIC 3] jack. Otherwise, the microphone left-right stereo orientation with respect to the player will be reversed.

Side View

Mic4-Mic3* (DSU50)

120

180
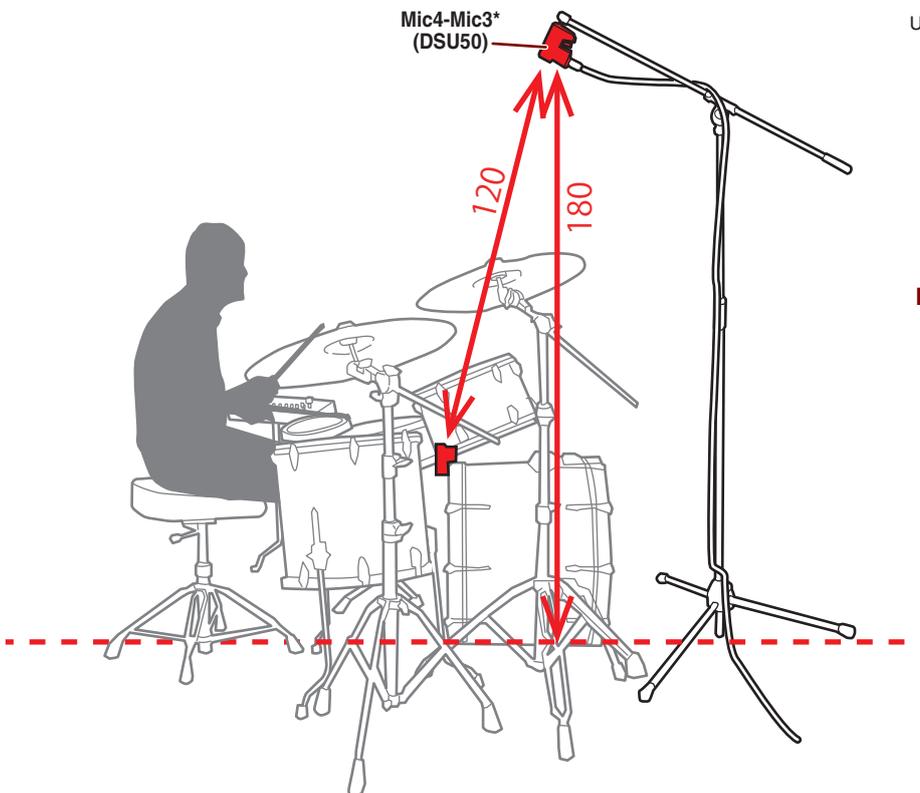
Units: cm

NOTE

Adjust the angle and height as appropriate for the performance venue environment or preferred sound. If it is difficult to achieve the desired angle or height, a ball joint-type adapter can be connected between the screws in the mic stand and the screw holes in the mic (or DSU50 sensor).

■ Setup D

This setup consists of Setup A with an additional DSU50 unit (not included with the basic configuration) attached behind the player. The additional DSU50 unit is generally oriented at the angle shown below, with respect to the hitting surface.

Top View

Mic1-Mic2, Kick
(DSU50)

Trig4
(PCY100)

Snare
(DT50S)

Trig3
(KU100)

Trig5
(XP80)

Foot1
(HH65)

DSU50
<Mic3-Mic4>

Side View

DSU50
<Mic3-Mic4>

Units: cm

170

180

■ Setup E

This setup consists of Setup A with an additional two microphones attached above and forward of the player's head.

Mic L
<Mic3>

Mic R
<Mic4>

Mic1-Mic2, Kick
(DSU50)

Trig4
(PCY100)

Snare
(DT50S)

Trig3
(KU100)

Trig5
(XP80)

Foot1
(HH65)
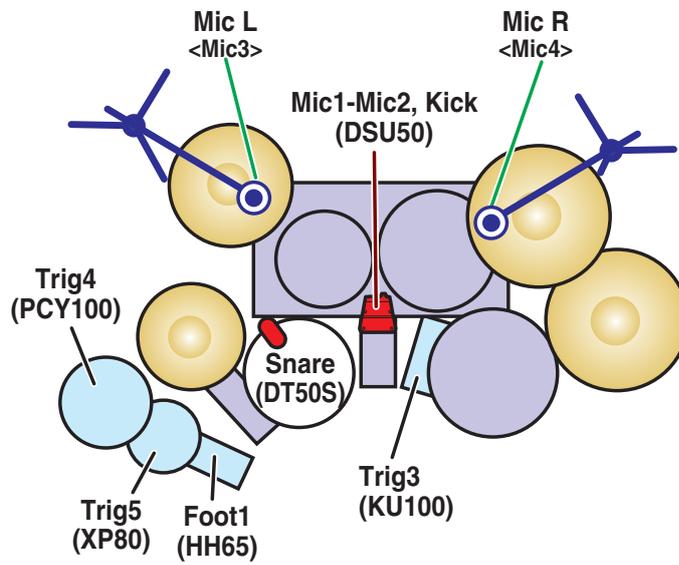
■ Setup F

This setup is for configurations with a mic positioned for each instrument.

OH L
<Mic1>

Kick
<Mic3>

OH R
<Mic2>

Kick
(DSU50)

Snare
<Mic4>

HH
<Mic5>

Snare
(DT50S)

Trig4
(PCY100)

Trig3
(KU100)

Trig5
(XP80)

Foot1
(HH65)
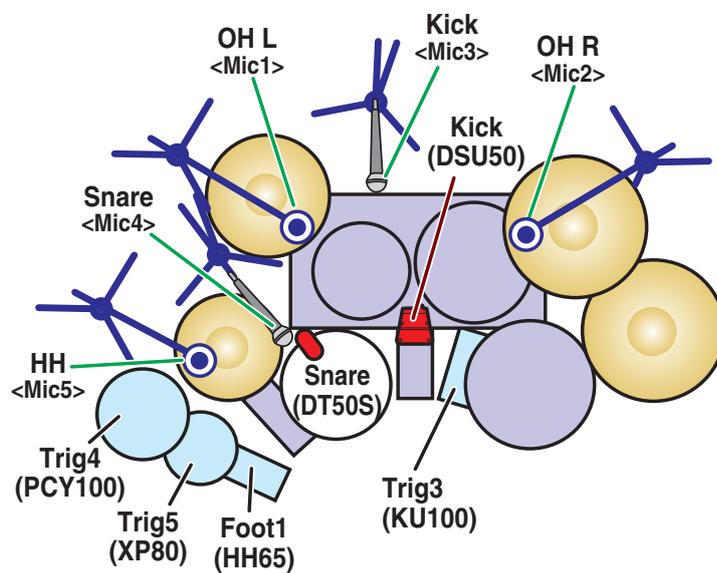
Connections to External Devices—Inputs

■ Mic Inputs and Line Inputs

This product includes five [MIC/LINE INPUT] jacks on the rear panel for inputting sounds from acoustic drum performances and from players speaking (talk). These connectors also can be used as line inputs for electronic musical instruments, guitar amps, and other instrument audio inputs.

Five [MIC/LINE INPUT] jacks are used to input audio sounds from performances into this product.
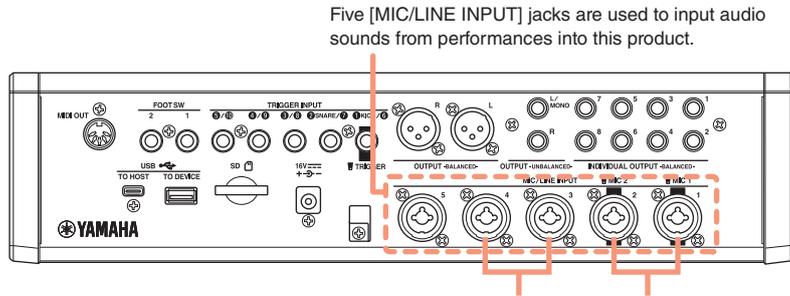
The volume levels of audio input sounds are adjusted here.
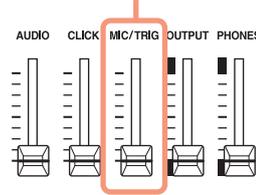
Jacks 1 and 2, and 3 and 4, are paired as stereo inputs, which can be specified on the screen below.

[MIC/TRIG] →[F3] Setting →Mic →Mic Pairing

NOTE

If using a DSU50 unit, be sure to connect it using the included cable. Using a similarly-shaped lighting control cable (DMX cable) can cause noise.

Precautions for Using the [MIC/LINE INPUT] Jacks

These [MIC/LINE INPUT] jacks are compatible with both TRS and XLR-type balanced phone plug connections. These two types are selected based on the output level of the external device to be connected.

XLR Plugs
Used to connect devices with a low output level (devices that require gain amplification by this product). They are intended for connecting mics for acoustic drum performances.

TRS Phone Plugs
Used to connect devices with a high output level. The are intended for connecting audio devices, electronic musical instruments, and so on.

NOTE

• In addition to selecting the appropriate plug, also be sure to adjust the output level appropriately on connected input devices.

■ Trigger Inputs

For this product, Trigger signals from electronic drum pads and Trigger sensors are input via [TRIGGER INPUT] jacks on the rear panel.

Trigger signal inputs
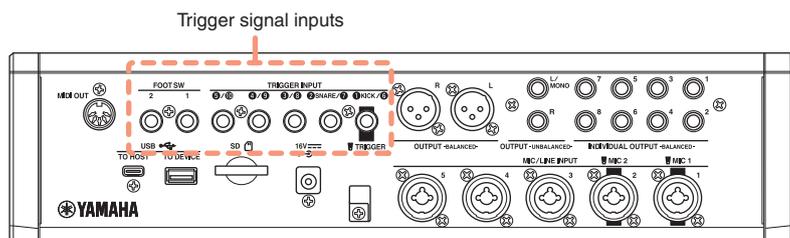
The volume level of Trigger sounds (Voices produced based on Trigger signal inputs) is adjusted with these sliders.
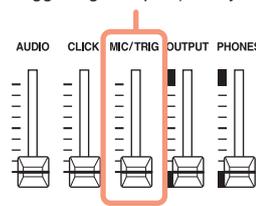
■ Inputs from a Foot Switch/Foot Controller

Connecting a pedal to the [FOOT SW] jack allows the following three types of functions to be used, including producing Trigger sounds.

[FOOT SW 1, 2] Jacks
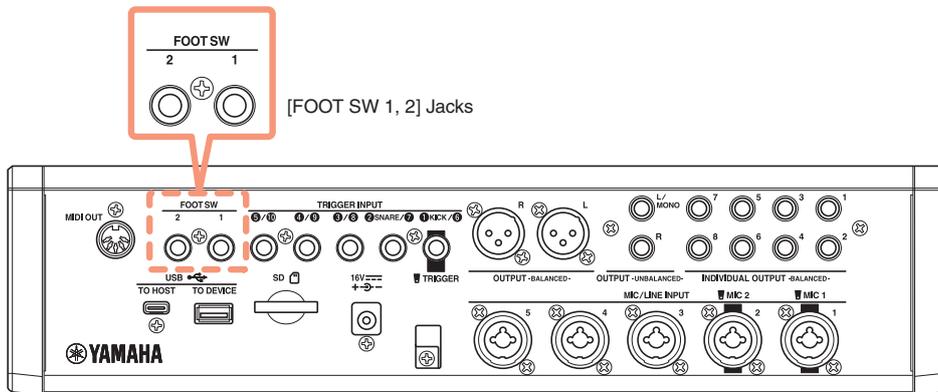
Adjust the Trigger volume level here.
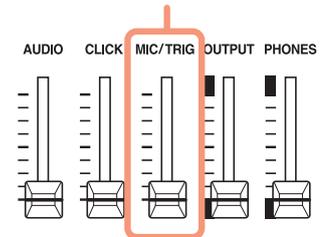
Functionality Assignable to a Foot Switch/Foot Controller

● **Functionality for Emitting Trigger Sounds**
[MIC/TRIG] →[F3] Setting →Kit →Inst →Inst →Category, Number
[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice →Category, Number

● **Functionality for Switching**
This includes switching Scenes, switching Live Sets, setting Talk settings, and switching Xstick on/off.
[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice Func

● **Functionality for Adjusting Setting Levels**
Controlling tempo, volume, modifier, and other levels.
[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice Func

RHH135
(+Hi-Hat Stand))

HH65

HH40

FC5

FC4A

FC7
Pedal position retained when released

FC3A
Pedal returns when released

Settings for Foot Switch/Foot Controller Connections

● **Specifying the Model to Be Connected to a Connector**
[MIC/TRIG] →[F3] Setting →Trigger →Trig In →Foot Sw1, Foot Sw2 →Type

● **Setting for Use as a Hi-Hat Controller**
If a setting other than "HH Trig In = Off" is specified on the screen below, then the specified Trigger Input is treated as hi-hat cymbal sounds. That allows 6 types of cymbal sounds to be controlled by playing techniques, including using a pedal.
[MIC/TRIG] →[F3] Setting →Trigger →Foot Sw1, Foot Sw2 →HH Trig In

- HH1OpBw: Sound produced when the bow area of the cymbal pad is hit with the pedal not pressed or lightly pressed.
- HH1OpEg: Sound produced when the edge of the cymbal pad is hit with the pedal not pressed or lightly pressed.
- HH1ClBw: Sound produced when the bow area of the cymbal pad is hit with the pedal pressed.
- HH1ClEg: Sound produced when the edge area of the cymbal pad is hit with the pedal pressed.
- HH1FtCl: Foot-closed sound produced by pressing the pedal.
- HH1FtSp: Foot splash sound produced by pressing and then immediately releasing the pedal.

Edge area   Bow area
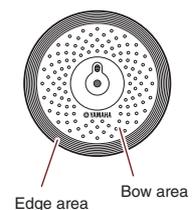
● **Assigning Functions Other Than Emitting Trigger Sounds to Trigger Input Sources**
[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice Func

■ AUX IN

This product lets you hear playback sounds from external audio devices.

Adjust the input volume level here.
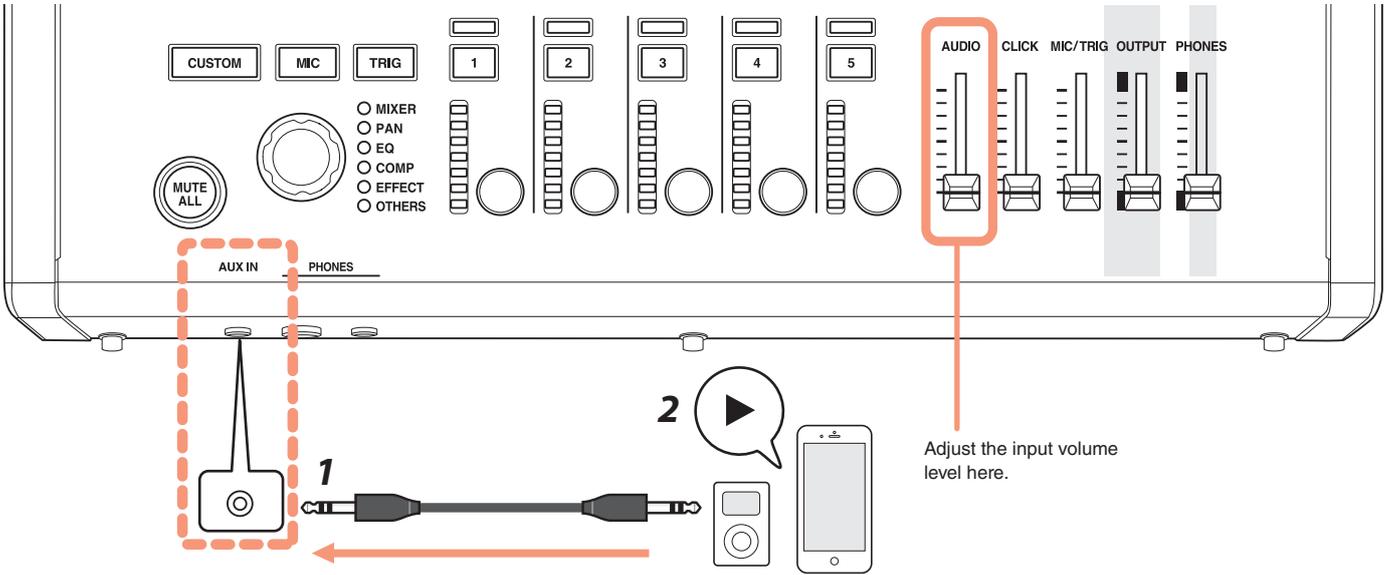
■ Using USB Cables for MIDI Inputs (USB TO DEVICE)

This product is equipped with the USB Trigger Link function. This lets you receive MIDI messages via a USB cable to play the performance of other MIDI device with the tone generator block of this product.

MIDI device

This adjusts the volume of the tone generator sound in response to MIDI message inputs which is produced .

EAD50
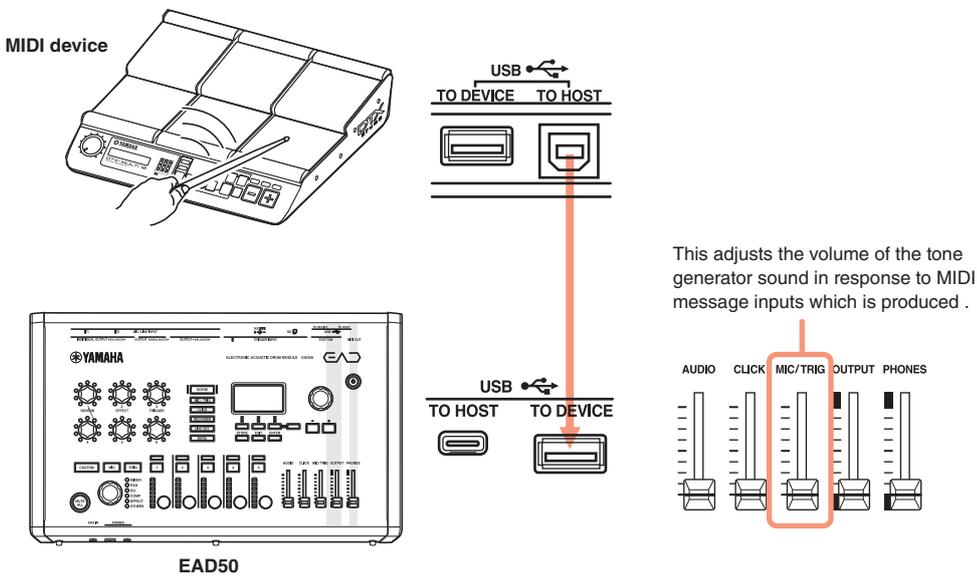
Connections to External Devices—Outputs

■ Audio Outputs

The various sounds input to this product can be output by several methods, as shown below, with settings configured separately for each channel.
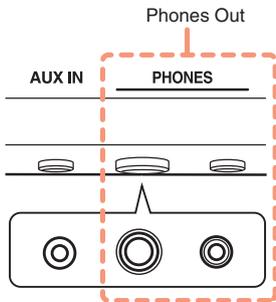
Phones Out

AUX IN   PHONES

NOTE

Using both jacks simultaneously will decrease the output volume to the headphones.

USB Audio Out   Main Out   IndivOut
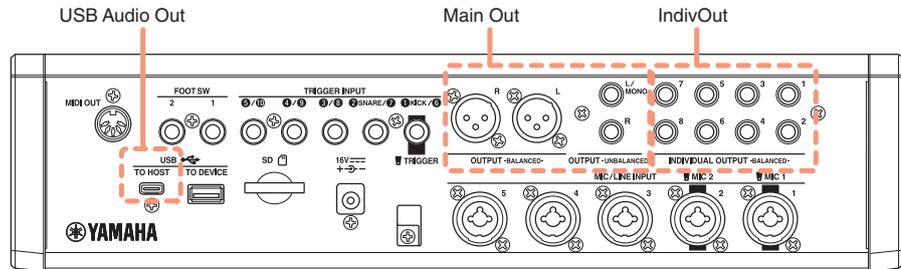
NOTE

To adjust the output gain level for individual jacks, press [MENU] → Output → Output Gain.

Input Sound (Audio Channel)	Screen for Setting the Output Destination	Output Destination Device for Setting Output or No Output
Sound input from each mic jack	[MIC/TRIG] →[F3] Setting →Mic →Mic Out	Main Out*, Phones Out*, USB Audio Out 1/2*, IndivOut
Each Inst sounded based on signal input from Trigger jack	[MIC/TRIG] →[F3] Setting →Kit →Inst vInst Out	Main Out**, Phones Out**, USB Audio Out 1/2**, IndivOut
Performance sound after processing with system and Master Effects	[MIC/TRIG] →[F3] Setting →Effect →Effect Out	Main Out, Phones Out, and USB Audio Out 1/2
Click sound	[CLICK] →[F3] Setting →Click Out	Main Out, Phones Out, USB Audio Out 1/2, IndivOut
Recorder playback sound	[RECORDER] (Recorder) →[F3] Setting →Recorder Out	Main Out, Phones Out, USB Audio Out 1/2, IndivOut
Looper playback sound	[RECORDER] (Looper) →[F3] Setting →Looper Out	Main Out, Phones Out, USB Audio Out 1/2, IndivOut
Sound input via [AUX IN] jack	[MENU] →Aux In →Aux In Out	Main Out, Phones Out, USB Audio Out 1/2, IndivOut
Sound input via [USB TO HOST] terminal	[MENU] →USB Audio →USB AudioOut	Main Out, Phones Out, USB Audio Out 1/2, IndivOut
Sound input via Bluetooth	[MENU] →Bluetooth →BluetoothOut	Main Out, Phones Out, USB Audio Out 1/2, IndivOut

* Only enabled with [MIC/TRIG] → [F3] Setting → Mic → Mic Out → Effect Thru = On
** Only enabled if [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst Out → Effect Thru = On.

Audio Outputs (On-screen indication)	Corresponding Connector	Volume Adjustment Slider	Connected Device
Main Out	OUTPUT -BALANCED-	OUTPUT	Amp, speaker, or other PA device
	OUTPUT -UNBALANCED-	OUTPUT	Amp, speaker, or other PA device
Phones Out	PHONES	PHONES	Headphones
USB Audio Out	USB TO HOST	OUTPUT	Computers, smart devices, etc.
IndivOut	INDIVIDUAL -BALANCED-	-	Mixer or other PA device

Balanced vs Unbalanced

This product includes input/output jacks that support both balanced and unbalanced signals. In particular, it is equipped with both types of [OUTPUT] jacks, which should be selected based on the following criteria.

- Balance jacks are more tolerant of noise, making them more suitable for microphones with low input/output level and longer cables.

- Unbalanced jacks are mainly used to connect line devices (synthesizers and other electronic musical instruments or acoustic devices) or small acoustic devices.

■ Outputs via MIDI Cable (MIDI OUT)

When playing based on a Trigger signal, you can play an external MIDI device by sending MIDI messages as well as play the Voice assigned on this product.

[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice MIDI

MIDI IN   MIDI OUT
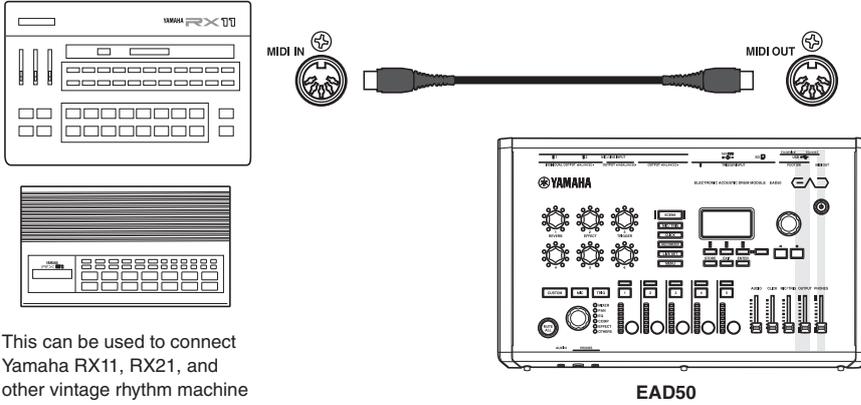
This can be used to connect Yamaha RX11, RX21, and other vintage rhythm machine models from an era without USB connectors.

EAD50

NOTE

The [MIDI OUT] terminal only supports MIDI messages from Port 1. Note that Port 2 MIDI messages are not output.

■ MIDI Outputs to External MIDI Devices via USB (USB TO HOST)

If a MIDI device with USB Trigger Link function is connected to the [USB TO HOST] terminal on this product, sound can be produced from the connected MIDI device based on MIDI messages generated by performances using this product.

USB
TO HOST   TO DEVICE

MIDI device with USB Trigger Link function

EAD50
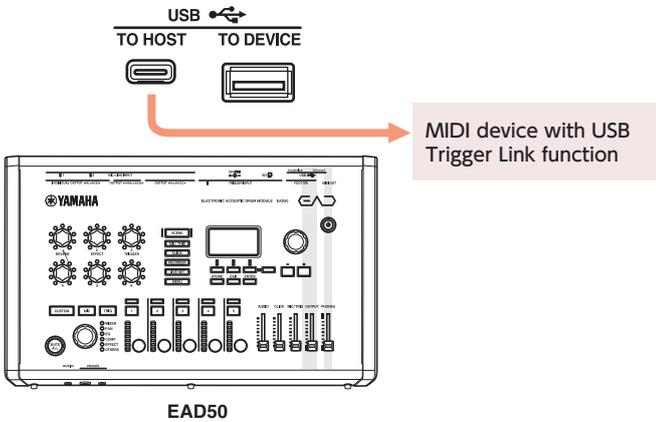
Optimizing Sound from Connected MIDI Devices

Voices from connected MIDI devices can be optimized by using the following screen to specify note numbers and channels for each Trigger Input Source layer.

[MIC/TRIG] →[F3] Setting →Kit →Voice →Voice MIDI

Configure settings by referring to the note map for the MIDI device.

MIDI Specifications

This product can send/receive a total of 32 channels (16 channels × 2 ports) of MIDI messages by the following methods.

- **[USB TO HOST] terminal**
  Communication (send/receive) with apps by connecting to a computer or smart device. MIDI transmission is also possible to other devices with the same USB Trigger Link function as this product.
- **[USB TO DEVICE] terminal**
  The USB Trigger Link function can be used to receive MIDI transmissions from other drum Trigger modules (electronic musical instruments) with USB-MIDI function.
- **[MIDI OUT] terminal**
  Only port 1 can send MIDI transmissions to other MIDI devices (drum Trigger modules) not equipped with USB-MIDI function. (Page 38)
- **Bluetooth**
  Enables MIDI communication (send/receive) with external Bluetooth devices.
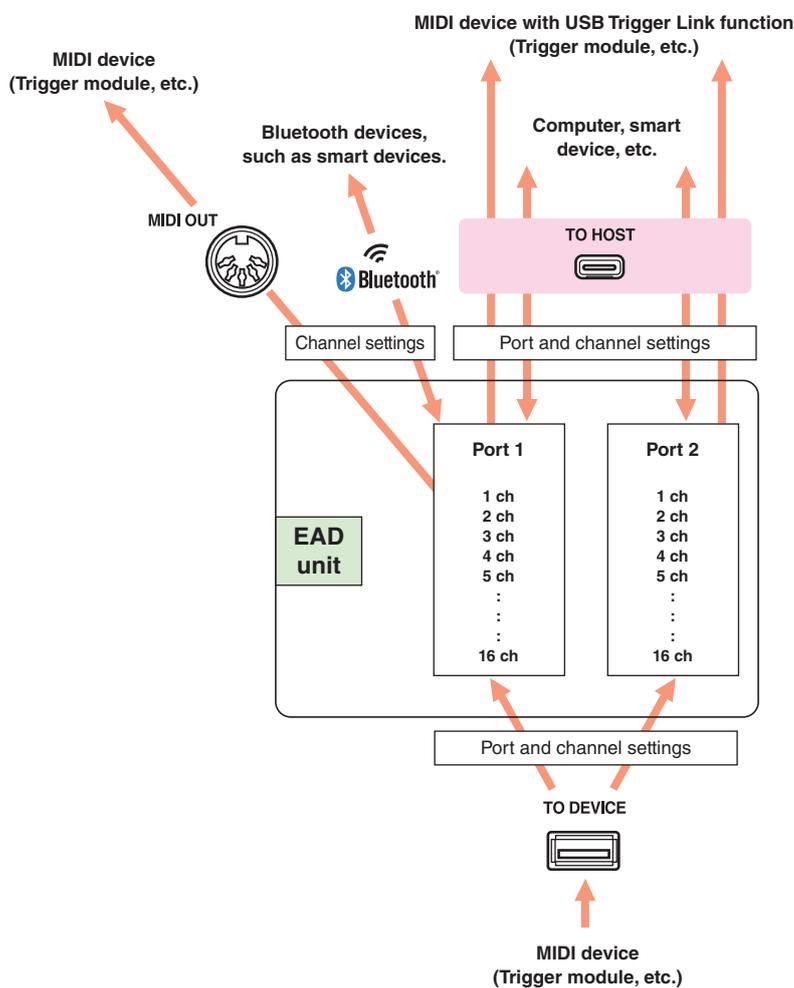
Related Settings

- **Ports**
  [MIC/TRIG] →[F3] Setting →Kit →Voice →Voice MIDI →Note Port
- **Sending Channels**
  [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice MIDI → Ch (Notes 1 to 4)
- **Receiving Channels**
  [MIC/TRIG] →[F3] Setting →Kit →Voice →Voice MIDI →Note1 Ch

NOTE

For detailed specifications, refer to the MIDI document located in the separate "Data List" file.

Connections to External Devices— I/O

■ MIDI/Audio Communication with a Computer (USB TO HOST)

DAW

USB
TO HOST   TO DEVICE

Adjusts the volume of audio from a computer

Adjusts the volume of the sound produced by MIDI messages from a computer.

AUDIO CLICK MIC/TRIG OUTPUT PHONES

EAD50
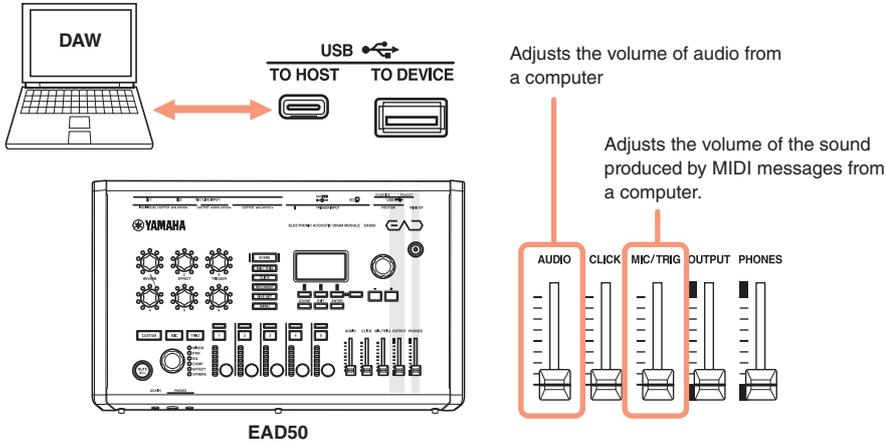
Switching between USB Audio Communication Specifications

This product can use any either of the following types of USB audio communication: 2 in/2 out (24-bit, 44.1/48/96 kHz synchronized) or 8 in/10 out (16-bit, 44.1 kHz asynchronized). The communication method used can be selected by selecting the setting on the following screen and then turning the power off and on.
[MENU] →USB Audio →USB Audio →Mode

Connection to a Computer (Mac)

1. Prepare a USB cable appropriate for the type of computer connector.
2. Connect the USB cable to this product before connecting the other end to the computer. A driver does not need to be installed.

Connection to a Computer (Windows)

1. Download the Yamaha Steinberg USB Driver from the Yamaha website (**https://download.yamaha.com/**).
2. Install the Yamaha Steinberg USB Driver in the computer.
3. Prepare a USB cable appropriate for the type of computer connector.
4. Connect the USB cable to this product before connecting the other end to the computer.

■ MIDI/Audio Communication with a Smart Device (USB TO HOST)

Performances using this product (audio) can be recorded using a smart device app. Prepare and connect a USB cable appropriate for the connector shape in the smart device.

USB
TO HOST   TO DEVICE

Rec'n'Share

EAD50
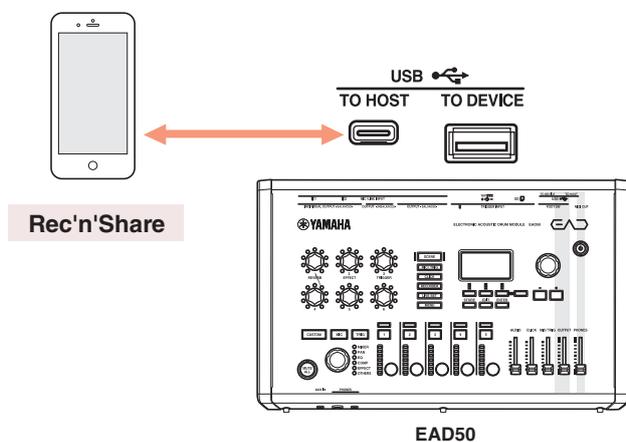
NOTE

For more information about connecting a smart device to this product, refer to the following manuals posted on the Yamaha website.
• Smart Device Connection Manual for Android
• Smart Device Connection Manual for iPhone/iPad

■ Wireless MIDI and Audio Communication (Bluetooth)

This product includes Bluetooth functionality. By performing the following operations, this product can be wirelessly connected to smart devices and other compatible devices for both MIDI and audio communications.

MENU
Long press

Bluetooth pairing...
Cancel

Bluetooth = On

EAD50
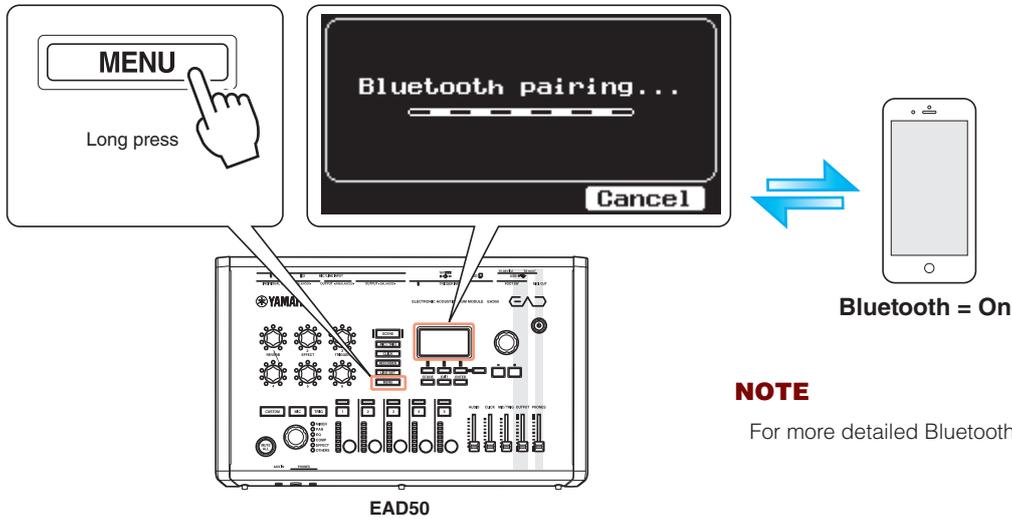
NOTE

For more detailed Bluetooth instructions, refer to Page 170.

Using a Specialized App to Edit EAD Settings by MIDI Communication

EAD Touch

EAD50
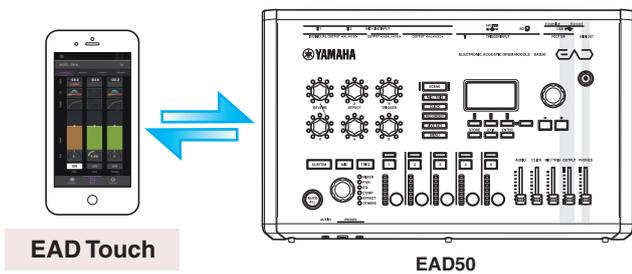
Using this product to Playback Audio Data from a Smart Device

Adjusts the audio playback volume

AUDIO   CLICK   MIC/TRIG   OUTPUT   PHONES

EAD50
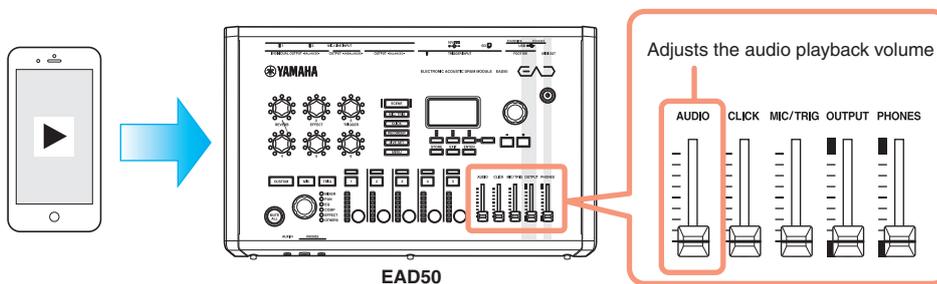
Bluetooth

Bluetooth is technology that enables wireless communication between compatible devices using the 2.4 GHz electromagnetic frequency band.

■ Using *Bluetooth* Communication

- The 2.4 GHz frequency band used by *Bluetooth* devices is also shared by a wide variety of other devices. *Bluetooth*-compatible devices use technology for minimizing the effects from other devices that use the same frequency band. Nevertheless, other devices using the same band can result in slower communication speeds, shorter communication distances, or communication interruptions.
- Therefore, the communication speed and distance of devices can vary depending on the distance and obstructions between communicating devices, the electromagnetic wave status, and the type of devices.
- This product does not guarantee connectivity with all devices compatible with *Bluetooth* functionality.

Turning the Power On and Off

For detailed instructions, including connecting the AC adapter, refer to the Quick Guide.

Checking the Version

To confirm the version, press [MENU] → Version → [ENTER].
The latest version for this product can be downloaded from [Software] on the following website.
https://download.yamaha.com/

Yamaha recommends always keeping the software updated to the latest version.
Note that the descriptions in this manual are consistent with the version that was current when the manual was created.

Auto Power Off (Automatically Turns Off the Power)

The Auto Power Off function automatically turns off the power supply if no operations are performed for a specified period. That period is factory set to 15 minutes when shipped.

NOTICE

- Depending on the product status, the power might not turn off even after not performing any operations for the specified Auto Power Off period. In that case, turn off this product manually after using the product.
- If an external audio device or PA device will be connected to this product without performing any operations for a specified period, it is recommended that the volume on the external audio device be left adjusted to zero.
- If this product was turned off by the Auto Power Off function, then any data recorded in internal memory (Page 26) by the Recorder, Looper, or Sampling function will be lost. Therefore, be sure to save any valuable data before it is lost.

NOTE

Even if the Auto Power Off function turns off this product, previous settings and edits will be retained and not deleted. The next time the power is turned on, continue configuring settings/edits and save the changes as necessary.

■ Changing the Auto Power Off Setting

Depending on live performance, recording, and other circumstances, the default setting of 15 minutes might feel too short. If so, use the following screen to change the setting for the elapsed time before power is automatically turned off.
[MENU] →Utility →Auto Power Off

■ Canceling the Auto Power Off Function

The Auto Power Off function can be canceled by any of the following methods. Regardless of the method used, the Auto Power Off function will remain canceled even after turning the power on the next time.

- Specify the [MENU] → Utility → Auto Power Off = Off setting.
- If the power is off and the standby/on button is pressed while pressing the [MENU] button, this product will restart with the Auto Power Off function canceled.

Restoring Default Factory Settings (Factory Reset)

Even if the settings were accidentally overwritten, factory default settings can be restored by executing the Factory Reset function.
There are two ways to restore settings.

- Press [MENU] → Factory Reset → [ENTER].

- If the power is off, pressing the standby/on switch while simultaneously pressing [+] and [−] buttons will start up this product.

  NOTICE

  The factory reset function will delete all data and restore all settings to their default state. Be sure to save all valuable data in a USB flash drive or SD card before restoring factory settings.

Basic Operations

Basic Screen Operations

■ Function Buttons at the Bottom of the Screen and [F] Buttons Below the Screen

The three buttons below the screen link to the functions displayed along the bottom of the screen. Pressing an [F] button executes the corresponding function or displays the corresponding screen. Though the [F] buttons do not have specific names, for explanatory convenience they are referred to as [F1], [F2], and [F3] buttons, where "F" refers to "Function."

Function names
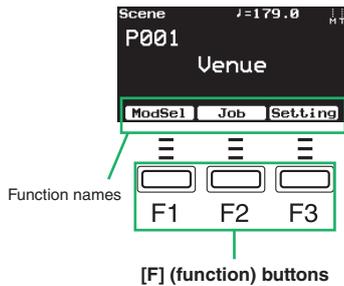
[F] (function) buttons

■ [Alt] Button Used to Change [F] Button Functions

When simply pressing an [F1] – [F3] is not sufficient to execute the displayed function, the button shown to the right of the [F] buttons can be pressed to switch to the functions corresponding to the [F] buttons. This function-switching button is not named either, so for explanatory convenience it is referred to as the [Alt] button. Furthermore, also for explanatory convenience, the [F] buttons are referred to as follows after switching functions.

- **[F] button names corresponding to function names (first set): [F1], [F2], and [F3]**
- **[F] button names corresponding to function names (second set): [F4], [F5], and [F6]**
- **[F] button names corresponding to function names (third set): [F7], [F8], and [F9]**
- **Name of button for switching [F] button numbers: [Alt]**

Assuming [F1] to [F6]
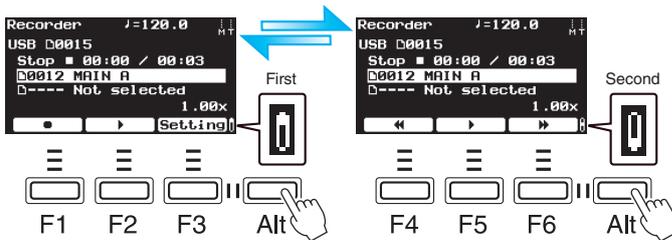
Assuming [F1] to [F9]
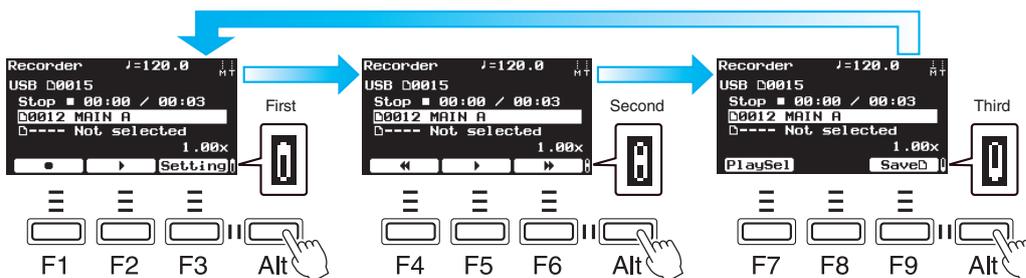
■ Moving the Cursor and Changing Pages

In the screen where the specified parameter is listed, press the [F2]∨ or [F3]∧ buttons displayed at the bottom of the screen to move the cursor. For some functions, not all setting parameters can be listed within one screen, so a scroll bar is displayed along the right edge of the screen to indicate that parameters are listed on multiple pages. In that case, use the [F2] and [F3] buttons to move the cursor to the next or previous page.

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

If the cursor is located at the first setting on the first page

If the cursor is located at the first setting on the second page

If the cursor is located at the last setting
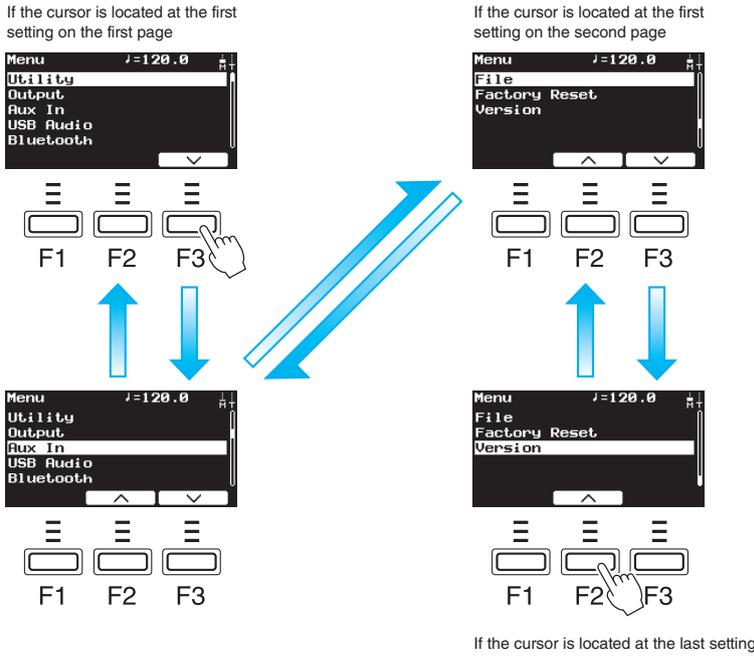
Selecting and Basic Settings for Input Sources—Mic Sounds

The setting screens for the mic input sounds indicated below require pressing the [F1] (MicSel) button to select from [MIC/LINE] jacks 1 to 5 to specify the jacks to which the setting is to be applied. They also require specifying the basic settings, such as the mic application and stereo pairing settings.

- [MIC/TRIG] →[F3] Setting →Mic →Mic In, Mic EQ, Mic TransComp, Mic Out
- [MIC/TRIG] →[F3] Setting →Effect →Reverb, FX1, FX2 →Send Mic, Send Mic Curve
- [MIC/TRIG] →[F3] Setting →Effect →Dry →Level Mic, Level Mic Curve
- [MIC/TRIG] →[F3] Setting →Effect →Ins1 Mic, Ins2 Mic
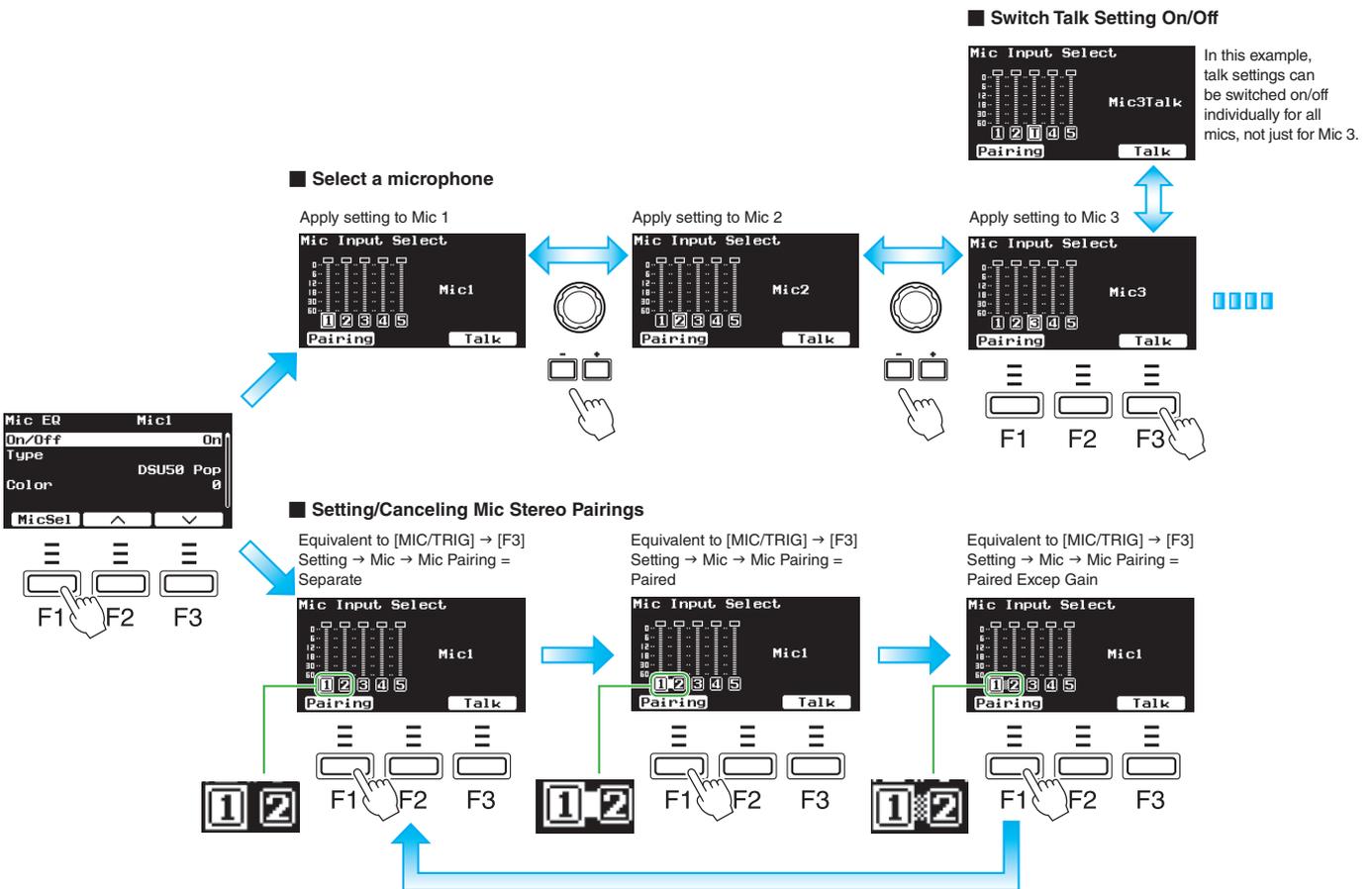
■ **Switch Talk Setting On/Off**

In this example, talk settings can be switched on/off individually for all mics, not just for Mic 3.

■ **Select a microphone**

Apply setting to Mic 1

Apply setting to Mic 2

Apply setting to Mic 3

■ **Setting/Canceling Mic Stereo Pairings**

Equivalent to [MIC/TRIG] → [F3] Setting → Mic → Mic Pairing = Separate

Equivalent to [MIC/TRIG] → [F3] Setting → Mic → Mic Pairing = Paired

Equivalent to [MIC/TRIG] → [F3] Setting → Mic → Mic Pairing = Paired Excep Gain

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Selecting Input Sources and Basic Settings—Trigger Signals

The setting screens for Trigger Inputs require pressing the [F1] (TrigSel) button to select Trigger Inputs (pads, Insts, or Voices) for applying the setting.

■ Pad Settings (Select from 1 to 10, Corresponding to Trigger Input Jacks)

[MIC/TRIG] →[F3] Setting →Trigger →Trig In →Pad, Vel Curve, Crosstalk

The following two are displayed in real time.
L (bar graph): Trigger Input level
V (height of horizontal line): Pad hitting force (velocity)

Trigger Input Source: Select using [+]/[–] buttons.

Audition: Emits the Inst assigned to the currently-selected Trigger Input. The volume level can be adjusted on the following screen (Page 158). [MENU] →Utility →Audition Velocity

Pad Lock: Prevents the pad selection from changing when the pad is hit.

Specifies whether to pair mics 1 and 6, 2 and 7, 3 and 8, 4 and 9, or 5 and 10.

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

■ Inst Settings (Select from All Trigger Inputs)

[MIC/TRIG] →[F3] Setting →Kit →Inst →Inst, Inst EQ, InstTranComp, Inst Out

[MIC/TRIG] →[F3] Setting →Effect →Reverb, FX1, FX2 →Send Trig, Send Trig Curve

[MIC/TRIG] →[F3] Setting →Effect →Real Ambi →Depth Trig, Depth Trig Curve

[MIC/TRIG] →[F3] Setting →Effect →Dry →Level Trig, Level Trig Curve

[MIC/TRIG] →[F3] Setting →Effect →Ins Trig

NOTE

The pad lock function assigned to the [F2] button and the audition function assigned to the [F3] button are the same as described in "Pad Settings". However, if HH Trig In = Off and the cursor is positioned on [H1] or [H2], then the audition function is disabled and the [F3] button is not displayed.

Trigger signals are generated based on signals input from a foot switch connected to this product. The setting steps shown below change the display to showing F1 and F2 or H1 and H2.

[MIC/TRIG] →[F3] Settings →Trigger →Trig In →Foot Sw1, Foot Sw2 →HH Trig In

Trigger Inputs for pads connected to this product.

Trigger Inputs by MIDI from an external device

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

■ Voice Settings
(Selecting each Layer from all Trigger Input Sources handled by this product)

[MIC/TRIG] →**[F3] Setting** →**Kit** →**Voice** →**Voice, Voice MIDI, Voice Func**
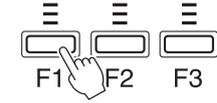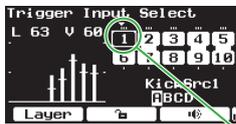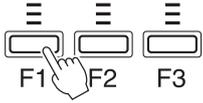
Use the [F1] Layer button to select from layers A to D for each Trigger Input Source.
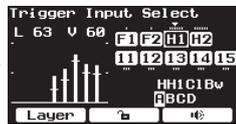
Successively select the Trigger Input Source using the [+]/[−] buttons or knob.
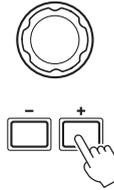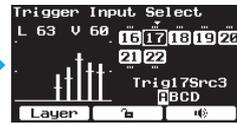
NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

NOTE

The pad lock function assigned to the [F2] button and the audition function assigned to the [F3] button are the same as described in "Pad Settings". However, if HH Trig In = Off and the cursor is positioned on [H1] or [H2], then the audition function is disabled and the [F3] button is not displayed.

Naming Data

Data created on this product can be named on the screens listed below. The following operation steps are the same for all the screens.

Screen	Function

- [SCENE] or other screen → [STORE] ....Sets the Scene name (Name and Subname)
- [RECORDER] (Sampling) → [F6] Save 📄 → [F1] Name......Sets the file name when saving Sampling data in a USB flash drive or SD card.
- [RECORDER] (Sampling) → [F9] Save WM → [F1] Name....Sets the User Voice name or User Voice bank name when assigning User Voices to recorded sample data.
- [RECORDER] (Looper) → [F6] Save📄 → [F1] Name ....Sets the file name when saving Looper data in a USB flash drive or SD card.
- [LIVE SET] → [STORE] ....Sets the Live Set name (Name and Subname)
- [LIVE SET] → [F3] Setting → [F1] Name ....Sets the Live Set step name
- [MENU] → File → File All → Save → [F1] Name....................Sets the file name for saving all data created on this product in a USB flash drive or SD card.
- [MENU] → File → File All → Rename → [F1] Name ....Changes the file name for saving all data created on this product in a USB flash drive or SD card.
- [MENU] → File → File Scene → Save → [F1] Name..............Sets the file name for saving Scene data created on this product in a USB flash drive or SD card.
- [MENU] → File → File Scene → Rename → [F1] Name........Changes the file name used to save Scene data in a USB flash drive or SD card.
- [MENU] → File → File Wave → Rename → [F1] Name ....Changes the file name of audio files saved in a USB flash drive or SD card.

1. Move the name cursor (top row).
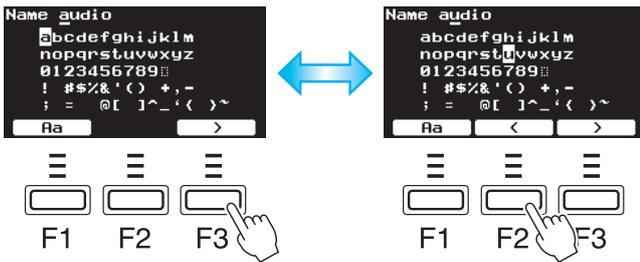
NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

2. If necessary, switch between upper/lower case.
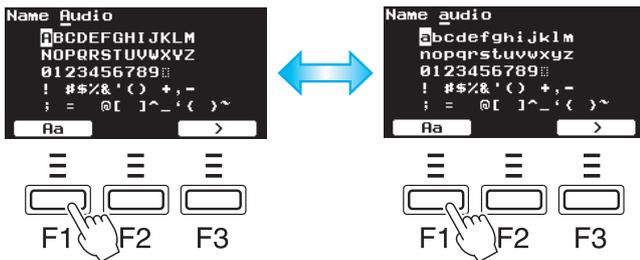
3. Change the character at the name cursor position (top row).
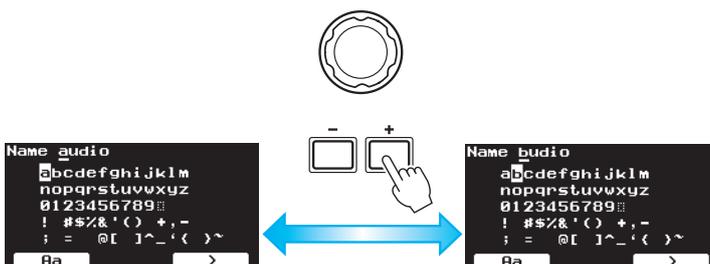
Changing the Data Order

Data can be sorted or its order changed on the following screens. The following operation steps are the same for all the screens.

Screen	Function

• [MIC/TRIG] → [F3] Setting → Kit → User Voice → Sort Wave ......Sorts the waveform data loaded (imported) in this product.

• [SCENE] → [F2] Job → Sort...Changes the order of Scenes.

• [LIVE SET] → [F2] Job → Sort ....Changes the order of Live Sets.

• [LIVE SET] → [F3] Setting → [F4] Sort...Changes the order of steps within each Live Set.

1.
With the cursor positioned on the desired parameter for moving, press the [ENTER] button. The parameter where the cursor is positioned becomes indented.

2.
Use the [F2]/[F3] buttons to move to the parameter selected in step 1.

3.
When positioned in the movement location specified in step 2, press the [ENTER] button. That applies the sorted order.

That switches the set order for items previously ordered 02 and 03.

Function Tree Diagram

Modifier Knob Operations

[F1] TrigSel or MicSel
[F2] Effect, Type, Inst, etc.
[F3] Setting
└─ Function
    ├─ Off
    ├─ Tempo
    ├─ Talk On/Off
    ├─ Mic EQ Color
    ├─ Mic Tran Comp Depth
    ├─ Mic Tran Attack
    ├─ Mic Tran Release
    ├─ Xstick On/Off
    ├─ Inst Number
    ├─ Inst Volume
    ├─ Inst Pan
    ├─ Inst Tuning/Size
    ├─ Inst Attack
    ├─ Inst Muffling/Sustain/Decay
    ├─ Inst EQ Color
    ├─ Inst Tran Comp Depth
    ├─ Inst Tran Attack
    ├─ Inst Tran Release
    ├─ Voice Volume
    ├─ Effect Depth
    ├─ Reverb Param A
    ├─ Reverb Param B
    ├─ Reverb Param C
    ├─ FX1 Param A
    ├─ FX1 Param B
    ├─ FX1 Param C
    ├─ FX2 Param A
    ├─ FX2 Param B
    ├─ FX2 Param C
    ├─ Ins1 Mic Depth
    ├─ Ins1 Mic Param A
    ├─ Ins1 Mic Param B
    ├─ Ins1 Mic Param C
    ├─ Ins2 Mic Depth
    ├─ Ins2 Mic Param A
    ├─ Ins2 Mic Param B
    ├─ Ins2 Mic Param C
    ├─ Ins Trig Depth
    ├─ Ins Trig Param A
    ├─ Ins Trig Param B
    └─ Ins Trig Param C

[SCENE]

[F1] ModSel
[F2] Job
[F3] Setting
    ├─ Scene Load
    │   ├─ Mic/Kit Volume
    │   ├─ Mic
    │   ├─ Trigger
    │   ├─ Kit
    │   ├─ Function
    │   ├─ Effect
    │   ├─ Tempo
    │   ├─ Modifier
    │   ├─ Fader
    │   ├─ Click
    │   ├─ Recorder
    │   ├─ Utility
    │   ├─ Output
    │   ├─ Aux In
    │   ├─ USB Audio
    │   └─ Bluetooth
    ├─ Modifier
    │   ├─ Modifier Pop-up
    │   ├─ CC Number
    │   ├─ CC Channel
    │   ├─ CC Port
    │   ├─ CC Min Value
    │   └─ CC Max Value
    └─ Fader
        └─ Fader Pop-up

[STORE]

Function Tree Diagram

[MIC/TRIG]

[F1] Volume
- Mic/Kit
- Mic
- Mic In
- Kit
- Inst
- Voice A
- Voice B
- Voice C
- Voice D

[F3] Setting
- Mic/Kit Vol
  - Volume
- Mic
  - MIC Volume
    - Volume
  - MIC Pairing
    - Mic1/2
    - Mic3/4
  - MIC In
    - On/Off
    - Phantom
    - Gain
    - Gain Auto Setup
    - Volume
    - Pan
    - Phase
    - Delay
    - Gate
    - Gate Threshold
    - Gate Hold
    - Gate Attack
    - Gate Release
    - Noise Gate
    - Talk
  - MIC EQ
    - On/Off
    - Type
    - Color
    - Low Freq
    - Low Gain
    - Low Q
    - Low Shape
    - MidLow Freq
    - MidLow Gain
    - MidLow Q
    - MidHigh Freq
    - MidHigh Gain
    - MidHigh Q
    - High Freq
    - High Gain
    - High Q
    - High Shape
    - HPF Freq
    - HPF Q

Mic (continued)
- MIC TranComp
  - On/Off
  - Type
  - Depth
  - Tran Attack
  - Tran Release
  - Tran Sensitivity
  - Comp Threshold
  - Comp Ratio
  - Comp Attack
  - Comp Release
  - Comp Out Level
- MIC Out
  - EQ Tran Thru
  - Effect Thru
  - Main Out
  - Phones Out
  - USB Audio Out 1/2
  - IndivOut
  - IndivOut Vol

Trigger
- Trig Pairing
  - Kick/Trig6
  - Snare/Trig7
  - Trig3/Trig8
  - Trig4/Trig9
  - Trig5/Trig10
- Trig In
  - Pad
    - Category
    - Type
    - Gain
    - Rim Gain
    - H/R Balance
    - Gain Auto Setup
    - Wait Time
    - Reject Time
    - Sensitivity
    - Min Level
    - Max Level
    - Min Velocity
    - Max Velocity
    - Xstick On/Off
    - Xstick Adjust
    - Position
    - Attenuator
  - Vel Curve
    - Curve
    - X1, Y1, X2, Y2
  - Crosstalk
    - Auto Setup
    - Reject Level
  - Foot Sw1
    - Type
    - HH Trig In
    - HH Pitch Up
    - HH Clutch Pos
    - Foot Close Pos
    - Foot Close Vel
    - Foot Splash Sens

Function Tree Diagram

Trigger (continued)
└─ Foot Sw2
 ├─ Type
 ├─ HH Trig In
 ├─ HH Pitch Up
 ├─ HH Clutch Pos
 ├─ Foot Close Pos
 ├─ Foot Close Vel
 └─ Foot Splash Sens

Kit
├─ Kit Volume
│ └─ Volume
├─ Inst
│ ├─ Inst
│ │ ├─ On/Off
│ │ ├─ Category
│ │ ├─ Number
│ │ ├─ Import Wave
│ │ ├─ Volume
│ │ ├─ Pan
│ │ ├─ Phase
│ │ ├─ Delay
│ │ ├─ Tuning
│ │ ├─ Size
│ │ ├─ Attack
│ │ ├─ Muffling
│ │ ├─ Sustain
│ │ ├─ Decay
│ │ ├─ Gate
│ │ ├─ Gate Threshold
│ │ ├─ Gate Hold
│ │ ├─ Gate Attack
│ │ └─ Gate Release
│ └─ Inst EQ
│ ├─ On/Off
│ ├─ Type
│ ├─ Color
│ ├─ Low Freq
│ ├─ Low Gain
│ ├─ Low Q
│ ├─ Low Shape
│ ├─ MidLow Freq
│ ├─ MidLow Gain
│ ├─ MidLow Q
│ ├─ MidHigh Freq
│ ├─ MidHigh Gain
│ ├─ MidHigh Q
│ ├─ High Freq
│ ├─ High Gain
│ ├─ High Q
│ ├─ High Shape
│ ├─ HPF Freq
│ └─ HPF Q

Kit (continued)
├─ InstTranComp
│ ├─ On/Off
│ ├─ Type
│ ├─ Depth
│ ├─ Tran Attack
│ ├─ Tran Release
│ ├─ Tran Sensitivity
│ ├─ Comp Threshold
│ ├─ Comp Ratio
│ ├─ Comp Attack
│ ├─ Comp Release
│ └─ Comp Out Level
└─ Inst Out
  ├─ EQ Tran Thru
  ├─ Effect Thru
  ├─ Main Out
  ├─ Phones Out
  ├─ USB Audio Out 1/2
  ├─ IndivOut
  └─ IndivOut Vol

Voice
├─ Voice
│ ├─ Category
│ ├─ Number
│ ├─ Volume
│ ├─ Pan
│ ├─ Tuning
│ ├─ Attack
│ ├─ Decay
│ ├─ Cutoff
│ ├─ Resonance
│ ├─ Mono/Poly
│ ├─ Choke Send
│ ├─ Choke Receive
│ ├─ Humanize
│ ├─ Fixed Velocity
│ ├─ Hold Mode
│ ├─ Layer Mode
│ ├─ Velocity Limit Low
│ ├─ Velocity Limit High
│ ├─ Velocity Fade Low
│ └─ Velocity Fade High
└─ Voice MIDI
  ├─ Note Num 1–4
  ├─ Note Ch 1–4
  ├─ Note Port
  ├─ Note Gate Time
  ├─ CC Number Note
  ├─ CC Number Position
  ├─ CC Channel
  ├─ CC Port
  ├─ CC Min Value
  └─ CC Max Value

Function Tree Diagram

Kit (continued)

- Voice Func
  - Off
  - Scene Select
    - Scene Number
  - Scene Inc
  - Scene Dec
  - Scene Toggle
    - Scene Number A
    - Scene Number B
  - Tempo Inc
    - Value
  - Tempo Dec
    - Value
  - Tempo Tap
  - Tempo Control
    - Control Type
    - Min Value
    - Max Value
  - Modifier Control
    - Control Type
    - Min Value
    - Max Value
    - Modifier1–6
  - Mic/Trig Control
    - Control Type
    - Reverb–Master EQ
    - Mic1–Mic5
    - Kick–Trig22
  - Talk Control
    - Control Type
    - Mic Input
  - Xstick Control
    - Control Type
    - Kick, Snare, Trig3–5
  - Sound Off
  - Click Start/Stop
  - Recorder Control A
  - Recorder Control B
  - Live Set Select
    - Live Set Number
  - Live Set Inc
  - Live Set Dec
  - Live Set Step Select
    - Live Set Step Number
  - Live Set Step Inc
  - Live Set Step Dec
- User Voice
  - Import Wave
    - File to Bank
    - Files to Voices
    - Files by Name
  - Edit Velocity Limit L/H
  - Sort Wave
  - Delete Wave
  - WaveMem Info

Effect

- Reverb
  - On/Off
  - Category
  - Type
  - Send All
  - Send Mic
  - Send Mic Curve
  - Send Trig
  - Send Trig Curve
  - Return
  - IndivOut
  - Return IndivOut
- Real Ambi
  - On/Off
  - Depth All
  - Depth Trig
  - Depth Trig Curve
- FX1, FX2
  - On/Off
  - Category
  - Type
  - Send All
  - Send Mic
  - Send Mic Curve
  - Send Trig
  - Send Trig Curve
  - Send to Reverb
  - Return
  - IndivOut
  - Return IndivOut
- Dry
  - On/Off
  - Level All
  - Level Mic
  - Level Mic Curve
  - Level Trig
  - Level Trig Curve
- Ins1 Mic, Ins2 Mic
  - On/Off
  - Category
  - Type
  - Depth
- Ins Trig
  - On/Off
  - Category
  - Type
  - Depth
- Master FX
  - On/Off
  - Category
  - Type
  - Depth
  - Depth Curve
- Master Comp
  - On/Off
  - Category
  - Type
  - Depth
  - Depth Curve

```
└─ Effect (continued)
   ├─ Master EQ
   │     ├─ On/Off
   │     ├─ Low Freq
   │     ├─ Low Gain
   │     ├─ Low Q
   │     ├─ Low Shape
   │     ├─ MidLow Freq
   │     ├─ MidLow Gain
   │     ├─ MidLow Q
   │     ├─ Mid Freq
   │     ├─ Mid Gain
   │     ├─ Mid Q
   │     ├─ MidHigh Freq
   │     ├─ MidHigh Gain
   │     ├─ MidHigh Q
   │     ├─ High Freq
   │     ├─ High Gain
   │     ├─ High Q
   │     └─ High Shape
   └─ Effect Out
         ├─ Main Out
         ├─ Phones Out
         └─ USB Audio Out1/2
```

[CLICK]

```
[F1] Tap
[F2] [F5] ▶ ■
[F4] [F6] –0.1 +0.1
[F3] Setting
         ├─ Click
         │     ├─ Volume
         │     ├─ Voice Set
         │     ├─ Beat
         │     ├─ Human Voice
         │     ├─ Human Volume
         │     ├─ Timer
         │     ├─ Count Off
         │     ├─ Recorder Sync
         │     ├─ Pre Count
         │     ├─ Offset Time
         │     ├─ Category
         │     ├─ Number
         │     ├─ Import Wave
         │     ├─ Note Volume
         │     ├─ Note Pan
         │     └─ Note Tuning
         ├─ Click EQ
         │     ├─ On/Off
         │     ├─ Low Freq
         │     ├─ Low Gain
         │     ├─ Low Q
         │     ├─ Low Shape
         │     ├─ MidLow Freq
         │     ├─ MidLow Gain
         │     ├─ MidLow Q
         │     ├─ MidHigh Freq
         │     ├─ MidHigh Gain
         │     ├─ MidHigh Q
         │     ├─ High Freq
         │     ├─ High Gain
         │     ├─ High Q
         │     ├─ High Shape
         │     ├─ HPF Freq
         │     └─ HPF Q
         └─ Click Out
               ├─ Main Out
               ├─ Phones Out
               ├─ USB Audio Out1/2
               ├─ IndivOut
               └─ IndivOut Vol
```

Function Tree Diagram

[RECORDER]-Recorder

[F1] ■ / [F1] ■
[+] [–] File Select
[F2] ▶ [F2] ■
[F4] Rewind
[F5] Play/Pause
[F6] Fast Forward
[F7] PlaySel
[F8] MemSel
[F9] Save
[F3] Setting
    └─ Recorder
        ├─ Volume
        ├─ Repeat
        └─ Speed
    ├─ Recorder Rec
        ├─ Rec Gain
        ├─ Rec Click
        ├─ Rec Aux In
        ├─ Rec USB Audio In1/2
        ├─ Rec USB Audio In3/4
        ├─ Rec USB Audio In5/6
        ├─ Rec USB Audio In7/8
        ├─ Rec Recorder Play
        └─ Rec Bluetooth
    ├─ Recorder EQ
        ├─ On/Off
        ├─ Low Freq
        ├─ Low Gain
        ├─ Low Q
        ├─ Low Shape
        ├─ MidLow Freq
        ├─ MidLow Gain
        ├─ MidLow Q
        ├─ MidHigh Freq
        ├─ MidHigh Gain
        ├─ MidHigh Q
        ├─ High Freq
        ├─ High Gain
        ├─ High Q
        ├─ High Shape
        ├─ HPF Freq
        └─ HPF Q
    └─ Recorder Out
        ├─ Mode
        ├─ Main Out
        ├─ Phones Out
        ├─ USB Audio Out 1/2
        ├─ Backing Out Level
        ├─ Indiv Out
        └─ IndivOut Vol

[RECORDER]-Looper

[F1] ■ / [F1] ▶
[F2] ■ / [F2] Clear
[F3] Undo / [F3] Redo
[F6] Save
[F3] Setting
    └─ Looper Vol
        └─ Volume
    ├─ Looper Rec
        ├─ Rec Gain
        ├─ Rec Mode
        ├─ Rec Beat Length
        ├─ Rec Click
        ├─ Rec Aux In
        ├─ Rec USB Audio In 1/2
        ├─ Rec USB Audio In 3/4
        ├─ Rec USB Audio In 5/6
        ├─ Rec USB Audio In 7/8
        └─ Rec Bluetooth
    ├─ Looper EQ
        ├─ On/Off
        ├─ Low Freq
        ├─ Low Gain
        ├─ Low Q
        ├─ Low Shape
        ├─ MidLow Freq
        ├─ MidLow Gain
        ├─ MidLow Q
        ├─ MidHigh Freq
        ├─ MidHigh Gain
        ├─ MidHigh Q
        ├─ High Freq
        ├─ High Gain
        ├─ High Q
        ├─ High Shape
        ├─ HPF Freq
        └─ HPF Q
    └─ Looper Out
        ├─ Main Out
        ├─ Phones Out
        ├─ USB Audio Out 1/2
        ├─ IndivOut
        └─ IndivOut Vol

Function Tree Diagram

[RECORDER]-Sampling

[F1] ● / [F1] ■
[F2] Edit
    └ [F1] Play / [F1] Stop
        ├ Start Point
        ├ Loop Point
        ├ End Point
        ├ Normalize
        └ Reverse
[F3] Setting
    ├ Sampling Vol
    │   └ Volume
    └ Sampling Rec
        ├ Rec Gain
        ├ Rec Click
        ├ Rec Aux In
        ├ Rec USB Audio In1/2
        ├ Rec USB Audio In3/4
        ├ Rec USB Audio In5/6
        ├ Rec USB Audio In7/8
        └ Rec Bluetooth
[F4] Load File
[F6] Save File
[F7] LoadWM
[F9] SaveWM

[LIVE SET]

[F1] Live Set Start
[F2] Job
    ├ Sort
    └ Clear
[F3] Setting

[MENU]

Utility
  ├ Auto Power Off
  ├ Pop-up Time
  ├ LCD Contrast
  ├ Audition Velocity
  ├ MIDI Local Control
  ├ MIDI Global Channel
  ├ MIDI Global Port
  ├ MIDI PC Tx
  ├ MIDI PC Rx
  ├ MIDI Clock Tx
  ├ MIDI Clock Rx
  ├ MIDI Start/Stop Tx
  ├ MIDI Start/Stop Rx
  └ USB MIDI Thru MIDI

Output
  ├ Output Gain
  │   ├ Main Out
  │   ├ Phones Out
  │   ├ IndivOut1/2
  │   ├ IndivOut3/4
  │   ├ IndivOut5/6
  │   └ IndivOut7/8
  └ Phones EQ
     ├ On/Off
     ├ Type
     ├ Low Freq
     ├ Low Gain
     ├ Low Q
     ├ Low Shape
     ├ MidLow Freq
     ├ MidLow Gain
     ├ MidLow Q
     ├ MidHigh Freq
     ├ MidHigh Gain
     ├ MidHigh Q
     ├ High Freq
     ├ High Gain
     ├ High Q
     └ High Shape

Function Tree Diagram

Aux In
- Aux In Vol
  - Volume
- Aux In EQ
  - On/Off
  - Low Freq
  - Low Gain
  - Low Q
  - Low Shape
  - MidLow Freq
  - MidLow Gain
  - MidLow Q
  - MidHigh Freq
  - MidHigh Gain
  - MidHigh Q
  - High Freq
  - High Gain
  - High Q
  - High Shape
  - HPF Freq
  - HPF Q
- Aux In Out
  - Mode
  - Main Out
  - Phones Out
  - USB Audio Out1/2
  - Backing Out Level
  - IndivOut
  - IndivOut Vol

USB Audio
- USB Audio
  - Mode
  - In Volume
  - Out Gain
- USB Audio EQ
  - On/Off
  - Low Freq
  - Low Gain
  - Low Q
  - Low Shape
  - MidLow Freq
  - MidLow Gain
  - MidLow Q
  - MidHigh Freq
  - MidHigh Gain
  - MidHigh Q
  - High Freq
  - High Gain
  - High Q
  - High Shape
  - HPF Freq
  - HPF Q
- USB AudioOut
  - Mode
  - Main Out
  - Phones Out
  - USB Audio Out1/2
  - Backing Out Level
  - IndivOut
  - IndivOut Vol

Bluetooth
- Bluetooth
  - On/Off
  - Volume
  - Pairing
- Bluetooth EQ
  - On/Off
  - Low Freq
  - Low Gain
  - Low Q
  - Low Shape
  - MidLow Freq
  - MidLow Gain
  - MidLow Q
  - MidHigh Freq
  - MidHigh Gain
  - MidHigh Q
  - High Freq
  - High Gain
  - High Q
  - High Shape
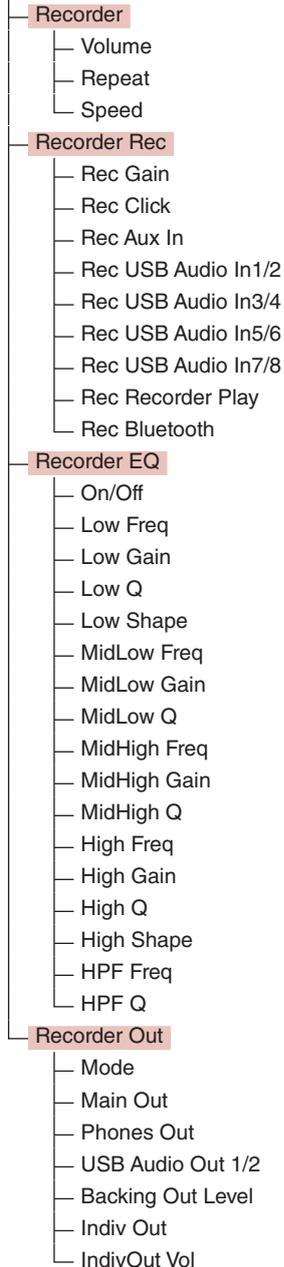 - HPF Freq
  - HPF Q
- Bluetooth Out
  - Mode
  - Main Out
  - Phones Out
  - USB Audio Out1/2
  - Backing Out Level
  - IndivOut
  - IndivOut Vol

File
- File All
- File Scene
- File Wave
- ExtMem Info

Factory Reset

Version

Setting Parameters

Modifier Knob Operations

The modifier knobs on the left side of the panel can be operated to change various tone characteristics or switch between functions during performances. The size of the setting value can be intuitively confirmed from the illumination status of the 9 LED lamps around the knobs. Furthermore, the following types of lamp illumination are used to indicate the parameter setting range during adjustments.

■ Adjusting Parameters with a Setting Range of 0 – +XXX

The minimum value is indicated (all LEDs unlit) when the knob is fully turned to the left, whereas the maximum value is indicated when the knob is fully turned to the right (all LEDs lit).

Min value　　　**Max value**

■ Adjusting Parameters with a Setting Range of –XXX – 0 – +XXX

Negative setting values are indicated by unlit LEDs on the right half and increases/decreases indicated only by the left-half LEDs.
If the setting value is zero, then only the center LED is lit.
Positive setting values are indicated by unlit LEDs on the left half and increases/decreases indicated only by right-half LEDs.

Negative value　　**Setting value of "0"**　　**Positive value**

NOTE
Each LED can be illuminated at two brightness levels depending on the numeric size.

A pop-up window with the corresponding knob (the last knob operated) for adjusting the setting parameter is displayed by either operating the modifier knob on the left side of the control panel or by pressing the [F1] ModSel button in the Scene screen. In addition, the [F2] and [F3] buttons displayed at the bottom of the screen also change to functions related to those parameters.
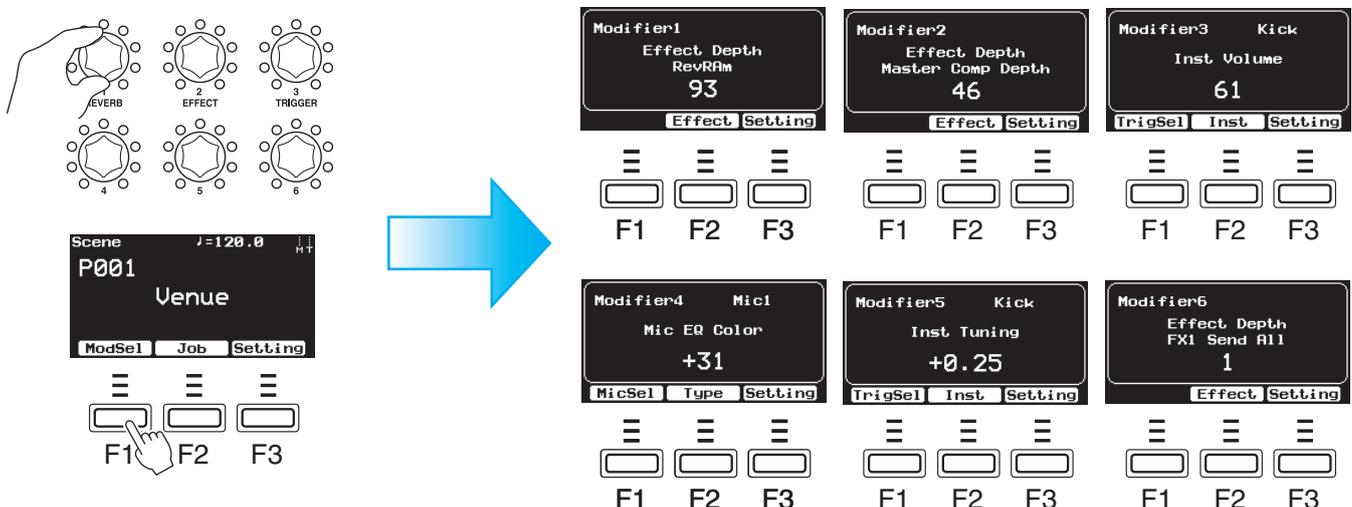
Modifier1
Effect Depth
RevRAm
93
Effect | Setting
F1　F2　F3

Modifier2
Effect Depth
Master Comp Depth
46
Effect | Setting
F1　F2　F3

Modifier3　Kick
Inst Volume
61
TrigSel | Inst | Setting
F1　F2　F3

Scene　♩=120.0
P001
Venue
ModSel | Job | Setting
F1　F2　F3

Modifier4　Mic1
Mic EQ Color
+31
MicSel | Type | Setting
F1　F2　F3

Modifier5　Kick
Inst Tuning
+0.25
TrigSel | Inst | Setting
F1　F2　F3

Modifier6
Effect Depth
FX1 Send All
1
Effect | Setting
F1　F2　F3

NOTE
- The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.
- If "Off" is specified in the screen below, a pop-up window will not be displayed when a knob is operated.
  [SCENE] → Modifier → Modifier Pop-up

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

[RECORDER]

Recorder

Looper

Sampling

[LIVE SET]

Utility

[MENU]

Output

Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

[F1] TrigSel or MicSel

If the corresponding knob functions are microphone-related, the screen for selecting the applicable mic is displayed, but if the corresponding knob functions are Trigger-related, then the screen for selecting the applicable Trigger is displayed.

[F2] Effect, Type, Inst, etc.

This displays the related setting screen for the corresponding knob function.

[F3] Setting

[F3] Setting → Function

This selects the function assigned to the currently selected modifier knob.

Parameter	Description	Setting	Default Value
Off	Disables currently selected knob.	—	—
Tempo	Assigns function (Page 130) for changing tempo.	—	—
Talk On/Off	Assigns function (Page 89) for switching between using the mic jack for talking (on) or using it for musical performance (off). If selected, turning the corresponding knob to the right switches the Talk mode on and turning it left switches the Talk mode off. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off.	Mic Lock = Off, Mic1–5	Setting value in Scene (Modifier)
Mic EQ Color	Assigns the function (Page 89) for editing Mic EQ Color values for microphone sound. Turning the knob to the right increases the value to produce a brighter sound. Turning it left decreases the value to produce a darker sound. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Mic EQ → Type.	Mic Lock = Off, Mic1–5	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

Setting Parameters

Parameter	Description	Setting	Default Value
Mic Tran Comp Depth	An abbreviation for "microphone Transient Compressor depth." It assigns a function (Page 91) for controlling the depth of the Transient Effects (attack and release) and the Compressor applied to the microphone sounds simultaneously. Turning the knob to the right produces a deeper sound. Turning it left produces a shallower sound. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Mic TransComp → Type.	Mic Lock = Off, Mic1–5	Setting value in Scene (Modifier)
Mic Tran Attack	An abbreviation for "Microphone Transient Attack." This assigns a function (Page 91) for controlling the Transient attack effect applied to mic sounds. Turning the knob to the right makes the attack stronger, whereas turning it left makes the attack weaker. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Sens button to jump to [MIC/TRIG] → [F3] Setting → Mic TransComp → Tran Sensitivity.	Mic Lock = Off, Mic1–5	
Mic Tran Release	An abbreviation for "Microphone Transient Release." This assigns a function (Page 91) for controlling the Transient release effect applied to mic sounds. Turning the knob to the right increases the lingering, whereas turning it left decreases the lingering. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Sens button to jump to [MIC/TRIG] → [F3] Setting → Mic TransComp → Tran Sensitivity.	Mic Lock = Off, Mic1–5	

Parameter	Description	Setting	Default Value
Xstick On/Off	This assigns the Xstick on/off function (Page 96) to a specific Trigger Input. The on setting is enabled only for Trigger Inputs connected to multi-piezo pads. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • This uses the [F2] Adjust button to jump to [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Xstick Adjust. **NOTE** The setting is only enabled when the selected Trigger Input is Kick, Snare, or Trig3–5.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	Setting value in Scene (Modifier)
Inst Number	This assigns the function (Page 102) for selecting Insts in currently selected Trigger Inputs. It allows selecting Insts within the currently selected category. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	
Inst Volume	This assigns the function (Page 103) for adjusting the Inst volume for currently selected Trigger Inputs. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

Parameter	Description	Setting	Default Value
Inst Pan	This assigns the function (Page 103) for adjusting the stereo position of currently selected Trigger Input Insts. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	Setting value in Scene (Modifier)
Inst Tuning/Size	This assigns the function (Page 103) for tuning or setting the size (such as for cymbals) of Insts in currently selected Trigger Inputs. The type of function depends on the Inst. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	
Inst Attack	This assigns the function (Page 103) for setting attack effects for currently selected Trigger Input Insts. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG] Kit

Effect

[CLICK]

Recorder

[RECORDER] Looper

Sampling

[LIVE SET]

Utility

Output

[MENU] Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

Setting Parameters

Parameter	Description	Setting	Default Value
Inst Muffling/ Sustain/Decay	This assigns the function (Page 103) for adjusting the muffling, sustain, or decay level of currently selected Trigger Input Insts. The type of function depends on the Inst. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	Setting value in Scene (Modifier)
Inst EQ Color	This assigns the (Page 104) function for adjusting the EQ color (sound brightness) level of currently selected Trigger Input Insts. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Inst EQ button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst EQ → Type.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	
Inst Tran Comp Depth	An abbreviation for "Instrument Transient Compressor Depth." This assigns the function (Page 105) for adjusting the Transient Compressor effect applied to currently selected Trigger Input Insts. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • Using the [F2] Type button, this jumps to [MIC/TRIG] → [F3] Setting → Kit → Inst → InstTranComp →Type.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	

Setting Parameters

Parameter	Description	Setting	Default Value
Inst Tran Attack	An abbreviation for "Instrument Transient Attack." This assigns the function (Page 105) for adjusting the Transient attack effect level for currently selected Trigger Input Insts. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • This uses the [F2] Sens button to jump to [MIC/TRIG] → [F3] Setting → Kit → Inst → InstTransComp → TranSensitivity.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	Setting value in Scene (Modifier)
Inst Tran Release	An abbreviation for "Instrument Transient Release." This assigns the function (Page 105) for adjusting the Transient release effect level for currently selected Trigger Input Insts. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • This uses the [F2] Sens button to jump to [MIC/TRIG] → [F3] Setting → Kit → Inst → InstTransComp →TranSensitivity.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22	
Voice Volume	This assigns the function (Page 108) for adjusting the volume level of Voices included in Insts for currently selected Trigger Inputs. Settings at the bottom of the screen individually specify whether volume adjustments are applied (with check mark) or not applied (without check mark) to each layer. **NOTE** The following two actions can be performed while the pop-up window is displayed. • The Trigger Inputs controlled by the knob can be changed using the [F1] TrigSel button. • The [F2] Voice button is used to jump to [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice → Category.	For each parameter: · With check mark · Without check mark	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC/TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

Setting Parameters

Parameter	Description	Setting	Default Value
Effect Depth	This assigns the function for adjusting the depth of Effects. Settings at the lower half of the screen can individually specify whether depth adjustments are applied (checkbox selected) or not applied (checkbox unselected) to each block included in Effects. • Reverb Send All (Page 120) • Real Ambi Depth All (Page 121) • FX1 Send All (Page 121) • FX2 Send All (Page 122) • Dry Level All (Page 122) • Master FX Depth (Page 124) • Master Comp Depth (Page 125) **NOTE** While the pop-up window is displayed, the [F2] Effect button is used to jump to [MIC/TRIG] → [F3] Setting → Effect.	—	Setting value in Scene (Modifier)
Reverb Param A Reverb Param B Reverb Param C	This adjusts the parameter A, B, and C values for the currently selected Reverb type. For information about parameters A, B, and C, refer to the Effect Type List in the Data List. **NOTE** While the pop-up window is displayed, the [F2] Type button is used to jump to [MIC/TRIG] → [F3] Setting → Effect → Reverb → Type.	—	—
FX1 Param A FX1 Param B FX1 Param C	This adjusts the parameter A, B, and C values for the currently selected FX1 type. For information about parameters A, B, and C, refer to the Effect Type List in the Data List. **NOTE** While the pop-up window is displayed, the [F2] Type button is used to jump to [MIC/TRIG] → [F3] Setting → Effect → FX1 → Type.	—	—
FX2 Param A FX2 Param B FX2 Param C	This adjusts the parameter A, B, and C values for the currently selected FX2 type. For information about parameters A, B, and C, refer to the Effect Type List in the Data List. **NOTE** While the pop-up window is displayed, the [F2] Type button is used to jump to [MIC/TRIG] → [F3] Setting → Effect → FX2 → Type.	—	—

Parameter	Description	Setting	Default Value
Ins1 Mic Depth	This assigns the function (Page 123) for adjusting the Depth of Insertion Effect 1 for currently selected mics. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Effect → Ins 1 Mic → Type.	Mic Lock = Off, Mic1–5	Setting value in Scene (Modifier)
Ins1 Mic Param A Ins1 Mic Param B Ins1 Mic Param C	This assigns the function (Page 123) for adjusting parameter A, B, and C values for Insertion Effect 1 types for currently selected mics. For information about parameters A, B, and C, refer to the Effect Type List in the Data List. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Effect → Ins 1 Mic → Type.	Mic Lock = Off, Mic1–5	
Ins2 Mic Depth	This assigns the function (Page 123) for adjusting the depth level of Insertion Effect 2 types for currently selected mics. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Effect → Ins 2 Mic → Type.	Mic Lock = Off, Mic1–5	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

Parameter	Description	Setting	Default Value
Ins2 Mic Param A Ins2 Mic Param B Ins2 Mic Param C	This assigns the function (Page 123) for adjusting parameter A, B, and C values for Insertion Effect 2 types for currently selected mics. For information about parameters A, B, and C, refer to "the Effect Type List" in the Data List. When "Mic Lock" is set to "Off," this function is applied to the microphone selected via the [F1] MicSel button. When set to the one other than "Off," this function is applied to the microphone selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • On the screen displayed using the [F1] MicSel button, mic jacks controlled by the knob can be changed when Mic Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Effect → Ins 2 Mic → Type.	Mic Lock = Off, Mic1–5	Setting value in Scene (Modifier)
Ins Trig Depth	This assigns the function (Page 124) for adjusting the depth of Insertion Effect types for currently selected Trigger sounds. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Effect → Ins Trig → Type.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22 (no effect on 18 to 22)	
Ins Trig Param A Ins Trig Param B Ins Trig Param C	This assigns the function (Page 124) for adjusting parameter A, B, and C values for Insertion Effect types for currently selected Trigger sounds. For information about parameters A, B, and C, refer to the Effect Type List in the Data List. When "Trigger Lock" is set to "Off," this function is applied to the Trigger Input selected via the [F1] TrigSel button. When set to the one other than "Off," this function is applied to the Trigger Input selected here. **NOTE** The following two actions can be performed while the pop-up window is displayed. • This enables using the [F1] TrigSel button to change the Trigger Input controlled by the knob when Trigger Lock = Off. • This uses the [F2] Type button to jump to [MIC/TRIG] → [F3] Setting → Effect → Ins Trig → Type.	Trigger Lock = Off, Kick, Snare, Trig3–10, Foot1–2, Trig11–22 (no effect on 18 to 22)	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG] — Mic / Trigger / Kit / Effect

[CLICK]

[RECORDER] — Recorder / Looper / Sampling

[LIVE SET]

[MENU] — Utility / Output / Aux In / USB Audio / Bluetooth / File / Factory Reset / Version

Operating LED Rotary Faders

A variety of sounds can be controlled during performances, by operating the five LED rotary fader knobs located at the bottom center area of the panel. The size of setting values can be intuitively determined from the position of LED lamps lit next to the faders.

NOTE

Each LED can be illuminated at two brightness levels depending on the numeric size.

■ Controlling Mic Input Sounds

While the [MIC] button is lit, inputs from the mic input jacks can be controlled by operating the five faders located at the bottom center of the control panel.

If mic 1 and 2 are paired in the Mic Pairing screen, operating the fader for either mic 1 or 2 will change the setting values for both mics. The same applies if mics 3 and 4 are paired. When a fader is operated, a pop-up window appears, where control parameters and current numeric values can be confirmed.

● **Peak Indicators**

When the [MIC] button is lit, these also function as peak indicators. If the mic input sound reaches the peak level, the lamp for the corresponding channel will flash red. The optimal status is when the indicators flash occasionally when the overall drum set is hit during drum performances.

● **Channel Lamps**

These lamps function to indicate the mic pairing status.
If channels 1 and 2 are paired in the Mic Pairing screen, then lamps 1 and 2 are illuminated a dark red color, whereas if 3 and 4 are paired, then lamps 3 and 4 are illuminated a light red color. However, lamp 5 always remains unlit (actually, only slightly illuminated).

* Mic Pairing Screen
[MIC/TRIG] → [F3] Setting → Mic → Mic Pairing

This selects the function to be controlled by this knob.

MUTE ALL

MIXER
PAN
EQ
COMP
EFFECT
OTHERS

● **Channel On/Off Buttons**

Turns corresponding mic channels on (lit) or off (unlit). If channels 1 and 2 are paired in the Mic Pairing screen*, operating the button for either channel 1 or 2 will turn both channels on or off. The same applies if mics 3 and 4 are paired.

Fader1 Mic1	Fader2 Mic2	Fader3 Mic3	Fader4 Mic4	Fader5 Mic5
Gain 17	Gain 18	Gain 5	Gain 11	Gain 5
MicIn MicPair	MicIn MicPair	MicIn MicPair	MicIn MicPair	MicIn MicPair
F1 F2 F3	F1 F2 F3	F1 F2 F3	F1 F2 F3	F1 F2 F3

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

NOTE

If "Off" is specified in the screen below, a pop-up window will not be displayed when a knob is operated.

[SCENE] → [F3] Setting → Fader → Fader Pop-up

When the knob is turned, the corresponding lamp changes to being lit.

MIXER
PAN
EQ
COMP
EFFECT
OTHERS

Function Category	Function	[MIC/LINE INPUT] Jack for Each LED Rotary Fader					Vertical LEDs	Buttons Along Screen Bottom		
		1	2	3	4	5		F1	F2	F3
MIXER	Gain	Mic1	Mic2	Mic3	Mic4	Mic5	-	MicIn	MicPair	-
	Volume	Mic1	Mic2	Mic3	Mic4	Mic5	-	MicIn	MicPair	-
PAN	Pan	Mic1	Mic2	Mic3	Mic4	Mic5	Center 0	MicIn	MicPair	-
EQ	EQ Color	Mic1	Mic2	Mic3	Mic4	Mic5	Center 0	Type	-	-
COMP	Tran Comp Depth	Mic1	Mic2	Mic3	Mic4	Mic5	-	Type	-	-
EFFECT	Reverb Send	Mic1	Mic2	Mic3	Mic4	Mic5	-	Type	-	-
	FX1 Send	Mic1	Mic2	Mic3	Mic4	Mic5	-	Type	-	-
	FX2 Send	Mic1	Mic2	Mic3	Mic4	Mic5	-	Type	-	-
	Dry Level	Mic1	Mic2	Mic3	Mic4	Mic5	-	Dry	-	-
	Ins1 Depth	Mic1	Mic2	Mic3	Mic4	Mic5	-	Type	-	-
	Ins2 Depth	Mic1	Mic2	Mic3	Mic4	Mic5	-	Type	-	-

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

Kit

Effect

[MIC / TRIG]

[CLICK]

Recorder

Looper

Sampling

[RECORDER]

[LIVE SET]

Utility

Output

Aux In

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[MENU]

■ Controlling Trigger Sounds

While the [TRIG] lamp is lit, inputs from the Trigger Input jacks can be controlled by operating the five faders located at the bottom center of the control panel. When a fader is operated, a pop-up window appears, where control parameters and current numeric values can be confirmed.

● Channel Lamps
Indicates the pairing status (1 and 6, 2 and 7, 3 and 8, 4 and 9, or 5 and 10) of Trigger signals controlled by each fader. The lamps are color-coded with dark blue for Separate or color variations from bright blue to various yellows for Pairings of 1 to 5.

Pressing this when lit changes the Trigger Input signals controlled by the 5 faders to Kick, Snare, Trig3 – Trig5, and Trig6 – Trig10.

This selects the function to be controlled by this knob.

● Channel On/Off Buttons
Turns respective Trigger sounds controlled by the fader on (lit) or off (unlit).

Fader1	Kick		Fader2	Snare		Fader3	Trig3		Fader4	Trig4		Fader5	Trig5
Volume	41		Volume	94		Volume	70		Volume	82		Volume	108
Inst			Inst			Inst			Inst			Inst	

NOTE
The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

When the knob is turned, the corresponding lamp changes to being lit.

● MIXER
○ PAN
○ EQ
○ COMP
○ EFFECT
○ OTHERS

Function Category	Function	Trigger Input for Each LED Rotary Fader Pressing [TRIG] Changes Both										Vertical LEDs	Buttons Along Screen Bottom		
		1	2	3	4	5	6	7	8	9	10		F1	F2	F3
MIXER	Volume	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Inst	-	-
PAN	Pan	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	Center 0	Inst	-	-
EQ	EQ Color	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	Center 0	Type	-	-
COMP	Tran Comp Depth	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Type	-	-
EFFECT	Reverb Real Ambi Send	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Type	-	-
	FX1 Send	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Type	-	-
	FX2 Send	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Type	-	-
	Dry Level	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Dry	-	-
	Ins Depth	Kick	Snare	Trig3	Trig4	Trig5	Trig6	Trig7	Trig8	Trig9	Trig10	-	Type	-	-

EAD50 User Guide

■ Other Cases

While the [CUSTOM] lamp (or [OTHERS] lamp) is lit, EQ and Click can be controlled by operating the five faders located at the bottom of the control panel. When a fader is operated, a pop-up window appears, where currently controlled parameters and current numeric values can be confirmed.
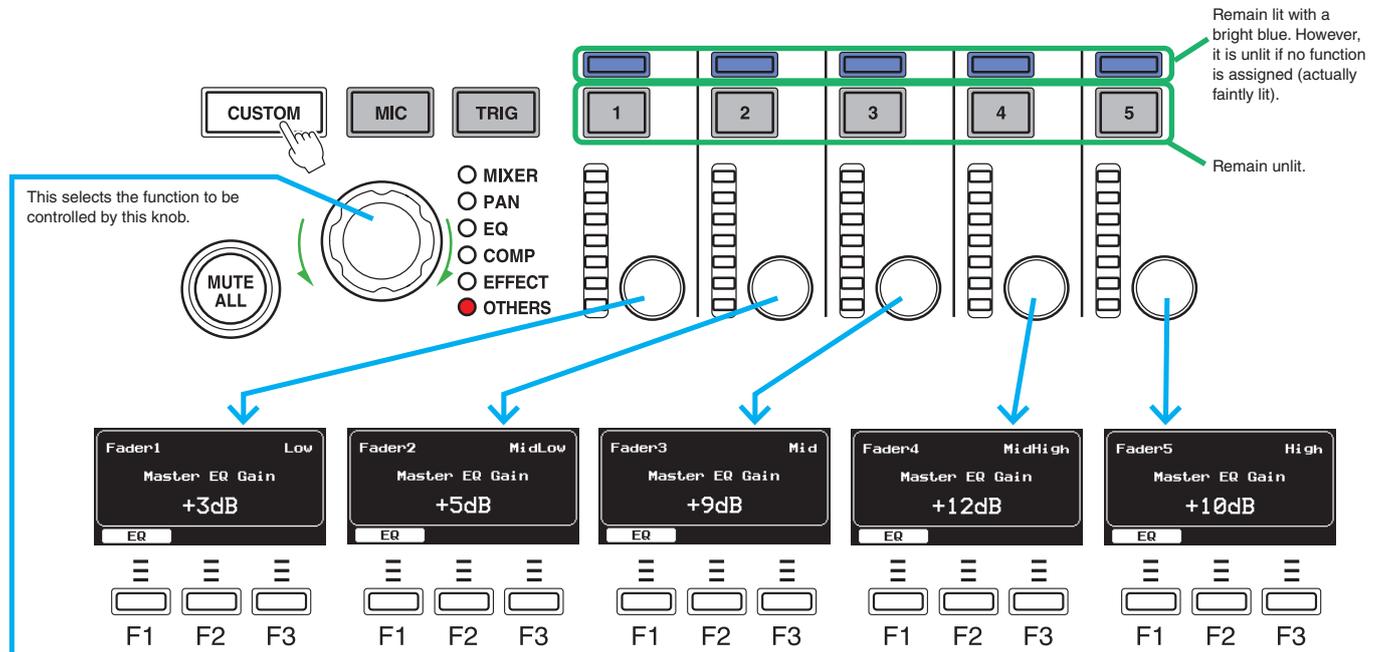
Remain lit with a bright blue. However, it is unlit if no function is assigned (actually faintly lit).

Remain unlit.

This selects the function to be controlled by this knob.

```
Fader1          Low       Fader2       MidLow      Fader3         Mid       Fader4      MidHigh      Fader5        High
Master EQ Gain            Master EQ Gain           Master EQ Gain           Master EQ Gain          Master EQ Gain
    +3dB                      +5dB                     +9dB                     +12dB                   +10dB
EQ                        EQ                       EQ                       EQ                      EQ
```

F1 F2 F3   F1 F2 F3   F1 F2 F3   F1 F2 F3   F1 F2 F3

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Turning the knob changes the controlled function, but the [OTHERS] lamp remains lit.

Function Category	Function	Setting Parameter for Each LED Rotary Fader					Vertical LEDs	Buttons Along Screen Bottom		
		1	2	3	4	5		F1	F2	F3
OTHERS	Master EQ Gain	Low	MidLow	Mid	MidHigh	High	Center 0	EQ	-	-
	Phones EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	Playback1 EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ*	-	-
	Playback2 EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ**	-	-
	Looper EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ***	-	-
	Aux In EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	USB Aud In1/2 EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	USB Aud In3/4 EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	USB Aud In5/6 EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	USB Aud In7/8 EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	Bluetooth EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ		
	Click EQ Gain	Low	MidLow	---	MidHigh	High	Center 0	EQ	-	-
	Click Volume	Accent	4th (Dotted4th)	8th	16th	8thTriplet	-	Click	-	-

*   Only displayed if Recorder was the last status in the Recorder screen and also [F7] PlaySel = 1, regardless of the current mode.

**   Only displayed if Recorder was the last status in the Recorder screen and also [F7] PlaySel = 2, regardless of the current mode.

*** Only displayed if Looper was the last status in the Recorder screen, regardless of the current mode.

CUSTOM   MIC   TRIG   1 2 3 4 5

MUTE ALL

MIXER
PAN
EQ
COMP
EFFECT
OTHERS

Modifier Knobs
LED Rotary Faders
[SCENE]
[MIC / TRIG] Mic Trigger Kit Effect
[CLICK]
[RECORDER] Recorder Looper Sampling
[LIVE SET]
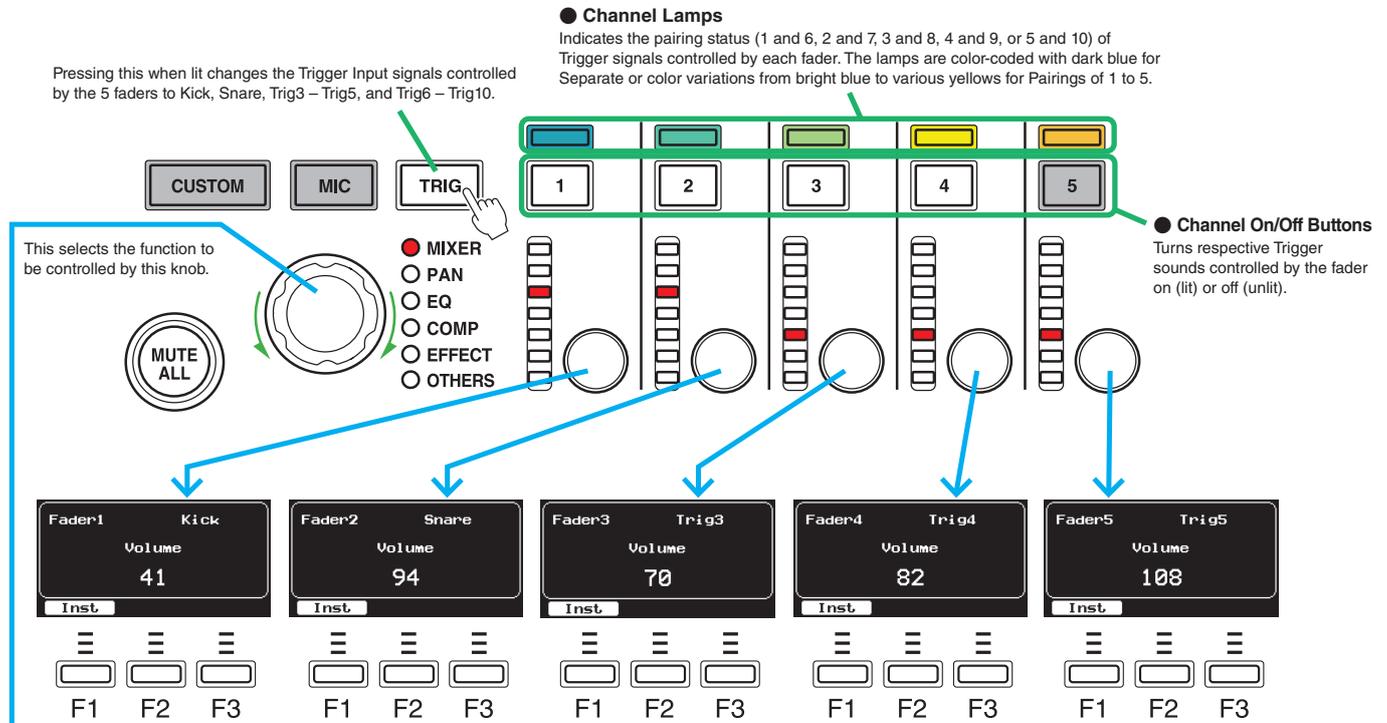[MENU] Utility Output Aux In USB Audio Bluetooth File Factory Reset Version

[SCENE] | SCENE |

By selecting the [SCENE] button, this product can recall a variety of performance settings with a single touch of a button, such as microphone, Trigger sound, and Effect settings. On this screen, the [+]/[−] buttons or a knob can be used to select from 70 Preset Scenes included in this product. In addition, up to 200 user-defined Scenes can also be created.

NOTE
"Scenes" are composed of various setting parameters. For more information, refer to Page 50.

Scene No.
P***: Preset Scenes (already included)
U***: User Scenes (Scenes created by users)

Scene name

Subname*

* Some Preset Scenes do not have a subname. Even in such cases, a subname can be specified when storing (saving) a User Scene.

SCENE
MIC / TRIG
CLICK
RECORDER
LIVE SET
MENU

```
Scene        ♩=150.0    ⁞
P002                     MT
Hardcore Techno
Heavy Distorted Kick
ModSel  Job  Setting
```

F1   F2   F3

−   +

NOTE
The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

■ Switching Scenes

In addition to using the [+]/[−] buttons or knob, a foot switch or hitting an electronic drum pad can also be used to switch Scenes.
Enter the settings via the following screen.

[MIC/TRIG] → [F3] Setting → Kit → Voice → Voice Func

■ Playing Music Using a Variety of Scenes

This product includes an extensive selection of Preset Scenes available for a wide variety of performance use cases. For more information, refer to the List of Preset Scenes on Page 79.

■ Creating User-Defined Scenes (User Scenes)

Custom (User Scenes) can be created by configuring modifier knob settings in the screen displayed by pressing [F1] or changing various settings in other modes and then saving the settings as a unique user-defined Scene (User Scene). For instructions on how to save User Scenes, refer to Page 78.

NOTICE
Any edits of parameters are cleared whenever another Scene is selected. If settings are intended for creating a User Scene, be sure to store the settings via the [STORE] button before switching the Scene.

Modifier Knobs
LED Rotary Faders
[SCENE]
Mic
Trigger
[MIC / TRIG]
Kit
Effect
[CLICK]
Recorder
[RECORDER]
Looper
Sampling
[LIVE SET]
Utility
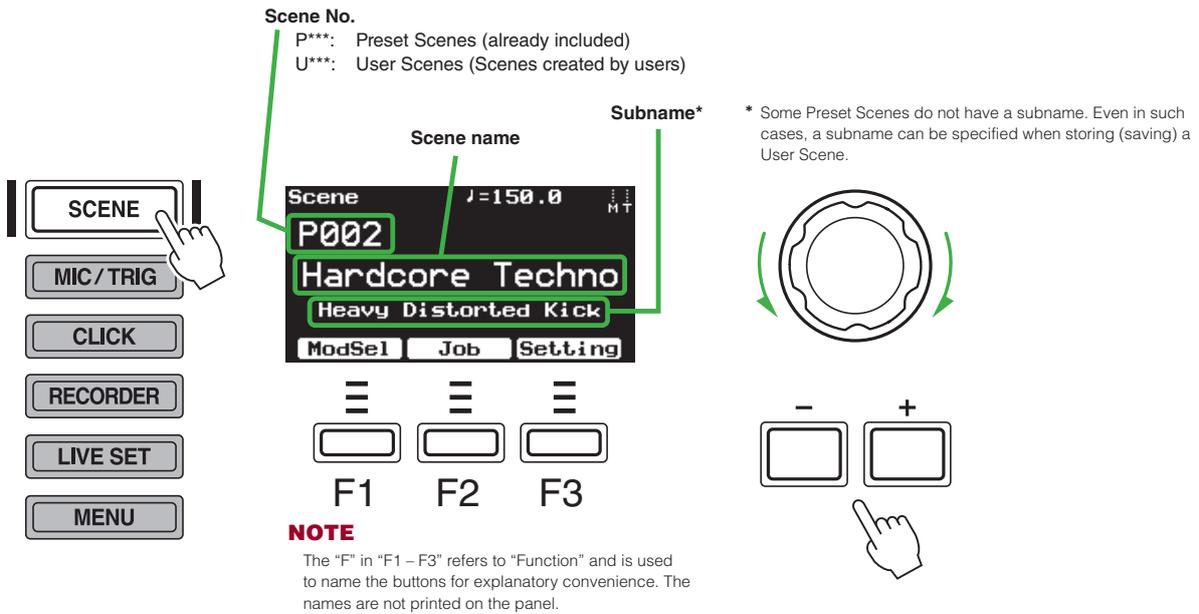Output
Aux In
[MENU]
USB Audio
Bluetooth
File
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Version

Setting Parameters

[F1] ModSel

ModSel is an abbreviation for "Modifier Select." For more information, refer to "Modifier Knob Operations".

[F2] Job

[F2] Job → Sort

This changes the order of User Scenes created by the user.

2. Pressing [ENTER] moves the Scene with the sequence order to be changed, by shifting it to the right.

4. Once the Scene movement destination is decided, press [ENTER].

After a message appears to indicate the action is being executed, the new User Scene order is applied.

1. [F2] and [F3] buttons position the cursor at the Scene number with its order to be changed.

3. [F2] and [F3] button move Scenes displayed shifted to the right.

[F2] Job → Clear

This reinitializes individual User Scenes created by the user.
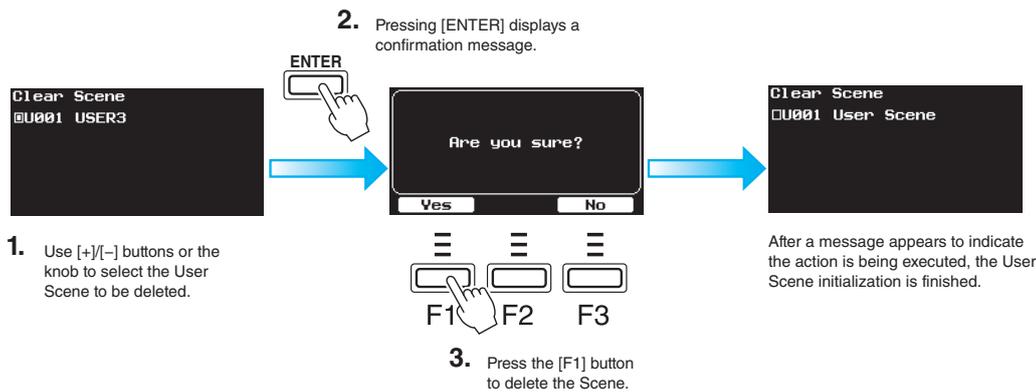
2. Pressing [ENTER] displays a confirmation message.

1. Use [+]/[−] buttons or the knob to select the User Scene to be deleted.

3. Press the [F1] button to delete the Scene.

After a message appears to indicate the action is being executed, the User Scene initialization is finished.

[F3] Setting

This is used to configure related settings when a Scene is used.

```
Setting
Scene Load
Modifier
Fader
                    ⌄
```
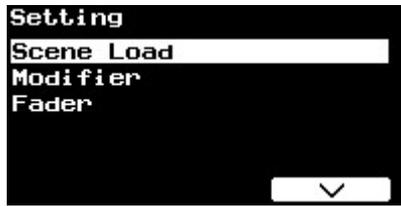
[F3] Setting → Scene Load

When a Scene is selected, the loaded setting parameters comprise a variety of categories, as described on Page 50. When Scenes are selected, whether setting values are loaded (On) or not loaded (Off) can be selected individually for each category.

Page 1/4

Parameter	Description	Setting	Default Value
Mic/Kit Volume	This sets the [MIC/TRIG] → [F3] Setting → Mic/Kit Vol setting value.	Off, On	On
Mic	This applies to all parameter settings displayed by pressing [MIC/TRIG] → [F3] Setting → Mic. It includes all settings related to audio (acoustic drum performance sounds, etc.) inputs via [MIC/LINE INPUT] jacks on the rear panel.	Off, On	On
Trigger	This applies to all parameter settings displayed by pressing [MIC/TRIG] → [F3] Setting → Trigger. It includes all settings related to Trigger signals input via [TRIGGER INPUT] and [FOOT SW] jacks on the rear panel.	Off, On	On
Kit	This applies to almost all parameter settings displayed by pressing [MIC/TRIG] → [F3] Setting → Kit. It does not apply to [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice Func or [MIC/TRIG] → [F3] Setting → Kit → User Voice settings. It includes all settings related to electronic sounds (Insts included in drum kits) produced based on a Trigger signal.	Off, On	On
Function	This applies to all parameter settings displayed by pressing [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice Func. The settings assign a variety of functions other than the sound expressed when a pad is hit.	Off, On	On

Page 2/4

Parameter	Description	Setting	Default Value
Effect	This applies to all parameter settings displayed by pressing [MIC/TRIG] → [F3] Setting → Effect. It includes all settings related to Effects applied to electronic sounds (Insts included in drum kits) produced based on audio inputs or a Trigger signal.	Off, On	On
Tempo	This applies to Click playback and tempo values for certain Effect types.	Off, On	On

Setting Parameters

Parameter	Description	Setting	Default Value
Modifier	This applies to all settings related to the six modifier knobs located in the upper left area of the control panel. Specifically, it applies to all settings displayed by pressing the following. • [SCENE] → [F3] Setting → Modifier • While the pop-up window is displayed by operating the modifier knob → [F3] Setting	Off, On	On
Fader	This applies to all settings related to the 5 LED rotary faders located in the bottom center area of the control panel. Specifically, it applies to settings displayed by pressing the following. • [CUSTOM], [MIC], and [TRIG] selection status and fader function selection status • Specify the [SCENE] → [F3] Setting → Fader setting However, it does not apply to setting values specified using respective faders.	Off, On	On

Page 3/4

Parameter	Description	Setting	Default Value
Click	This applies to all parameter settings displayed by pressing [CLICK] → [F3] Setting.	Off, On	Off
Recorder	This applies to all parameter settings displayed by pressing [RECORDER] → [F3] Setting (Recorder, Looper, or Sampling).	Off, On	Off
Utility	This applies to all parameter settings displayed by pressing [MENU] → Utility.	Off, On	Off
Output	This applies to all parameter settings displayed by pressing [MENU] → Output.	Off, On	Off
Aux In	This applies to all parameter settings displayed by pressing [MENU] → Aux In.	Off, On	Off

Page 4/4

Parameter	Description	Setting	Default Value
USB Audio	This applies to all parameter settings displayed by pressing [MENU] → USB Audio.	Off, On	Off
Bluetooth	This applies to all parameter settings displayed by pressing [MENU] → Bluetooth. This setting is for audio inputs via Bluetooth.	Off, On	Off

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

[RECORDER]

Recorder

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

Bluetooth

[MENU]

File

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Version

[F3] Setting → Modifier

These are mainly settings related to MIDI messages output using a modifier knob.

Page 1/2

Parameter	Description	Setting	Default Value
Modifier Pop-up	This specifies whether or not to display a pop-up window whenever any modifier knob is operated.	Off, On	Always On for Preset Scenes (Modifier)

Page 2/2

Parameter	Description	Setting	Default Value
CC Number	Assigns a MIDI message control change number generated whenever any modifier knob is operated. Set after the knob is selected using [F1] ModSel.	Off, 0 – 127	For Preset Scenes (Modifier), settings are always set to 18, 19, 80, 81, 82, and 83 successively in order from knob 1 to knob 6.
CC Channel	Assigns the MIDI channel to use for sending MIDI messages generated whenever each modifier knob is operated. Set after the knob is selected using [F1] ModSel. **NOTE** If Global is specified, the channel number is set by the [MENU] → Utility → MIDI Global Channel value.	Global, 1 – 16	Always set to Global for Preset Scenes (Modifier)
CC Port	Assigns the MIDI port to use for sending MIDI messages generated whenever each modifier knob is operated. Set after the knob is selected using [F1] ModSel. **NOTE** • If Global is specified, the port number is set by the [MENU] → Utility → MIDI Global Port value. • If "2" or Global is selected and MIDI Global Port = 2, then MIDI messages are not sent via [MIDI OUT] terminal for knob operations.	Global, 1, 2	Always set to Global for Preset Scenes (Modifier)
CC Min Value	Assigns the minimum data value of MIDI messages generated whenever each modifier knob is operated. Values less than this setting are not generated when the knobs are operated. Set after the knob is selected using [F1] ModSel.	0 – 127	Always set to "0" for Preset Scenes (Modifier)
CC Max Value	Assigns the maximum data value of MIDI messages generated whenever each modifier knob is operated. Values greater than this setting are not generated when the knobs are operated. Set after the knob is selected using [F1] ModSel.	0 – 127	Always set to "127" for Preset Scenes (Modifier)

[F3] Setting → Fader

Parameter	Description	Setting	Default Value
Fader Pop-up	Specifies whether or not to display a pop-up window whenever any LED rotary fader is operated.	Off, On	Always set to "On" for Preset Scenes (faders)

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

Kit

Effect

[MIC / TRIG]

[CLICK]

Recorder

Looper

Sampling

[RECORDER]

[LIVE SET]

Utility

Output

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File

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Version

[MENU]

Setting Parameters

[STORE]

In modes other than [LIVE SET], all current settings can be saved as a User Scene by pressing the [STORE] button, regardless of the screen display status.

Select the User Scene number for the saving destination.

```
Crosstalk    Kick
Auto Setup
Reject Level

TrigSel    ∧
```

[STORE] Button

```
Store Scene
From
 P001 Rock
To
 U002 User Scene
 Name  SubName
```

F1   F2   F3

[ENTER] Button

```
Now processing...
```

```
Completed.
```

STORE EXIT ENTER

[ENTER] Button

[F1] Button

[F2] Button

[ENTER] Button

```
Name Rock
 abcdefghijklm
 nopqrstuvwxyz
 0123456789
 !"#$%&'()*+,-./:
 ;<=>?@[\]^_'{|}~
 Aa    <    >
```

Assign a User Scene name.

F1   F2   F3

```
SubName Yamaha Hybrid Sh
 abcdefghijklm
 nopqrstuvwxyz
 0123456789
 !"#$%&'()*+,-./:
 ;<=>?@[\]^_'{|}~
 Aa    <    >
```

Assign a User Scene subname.

F1   F2   F3

Setting Parameters

List of Preset Scenes

No.	Scene Name	Subname	Comments			Setup**	Foot SW2 Type
1	Venue		This Scene recreates the acoustic of a large live venue, adding openness and depth to the sound.			A	FC7
2	Hardcore Techno	Heavy Distorted Kick	This Scene features layered Voices and a distortion enhanced kick, creating an aggressive, dynamic sound.	*1		A	FC7
3	Analog Delay	Mods 2/4/5 for Delay	This Scene adds analog delay. The delay sound can be controlled using Modifiers 2, 4, and 5.			A	FC7
4	Pitch Change	Pitch Change - Mod 2	This Scene adds pitch-shifting. Turning Modifier 2 causes the pitch to change dramatically.			A	FC7
5	Good And Bad	Classic 1970s Rock	This Scene creates a classic big 1970's rock sound with reverb.	*1		A	HH40
6	Neo Flanger	AmbienceFlanger - Mod 2	This Scene uses an ambience flanger effect, with noticeable modulation in the high-frequency range.	*1		A	FC7
7	Memories	Retro Sound	This Scene applies retro-style saturation and compression, in the character of vintage recordings.	*1	*2	A	FC7
8	Crisp Reverb	Modifiers 5/6 for EQ +/-	This Scene is good for 'all-round' kit use. Modifier 5 controls the EQ character of the reverb (controllable from Modifier 1) and Modifier 6 controls the EQ character of the microphones, for all-round control.			A	HH40
9	Old School	Clap Timing - Mod 6	This Scene uses a fat kick and clap as Trigger sounds. Modifier 6 adjusts the timing of the clap.	*1		A	FC7
10	Funk Rock	Sn.Trg - Metallic Crack	This Scene adds a bright, high-pitched snare drum as a Trigger sound, well-suited for funk rock grooves.			A	FC7
11	Hard Drum'n'Bass	Extra Pad - More Sounds	This Scene uses distorted kick and snare sounds as Triggers, making it suitable for hard-hitting drum and bass grooves. Connecting external pads gives access to additional genre specific sounds.	*1		A	FC7
12	Basic EQ Comp	Scene Starter	This is a Scene Starter. It uses basic EQ and compression to tighten the transients of mic input and enhance overall drum kit sound. It serves as a foundation for creating User Scenes.		*2	A	FC7
13	Bright Gate	Mods 2/5 for GatedReverb	A useful Bright Gated Scene, which makes the drum kit more aggressive and cutting. Modifier 2 controls the gated reverb amount, and Modifier 5 changes the reverb type.			A	HH40
14	Very Heavy Limit	No Dynamics	A Scene with very heavy limiting applied. There is very little dynamic range here, so everything seems loud and the same volume, and the cymbals seem to ring for much longer than normal.	*1		A	HH40
15	Electro Pop	Snare Trigger - eSnare	This Scene assigns electronic sounds as Triggers, making it suitable for pop and electro-style performances.			A	FC7

*1 Please note that when performing live, you may experience feedback if the monitor speaker is positioned too close to the EAD10. (Due to use of high-gain Mic Effects and multiple microphones)

*2 These Scenes make it easier to hear the effectiveness of Mic Effects and Trigger Sounds when using closed-back headphones/earphones, or during playback of your recorded performance.

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

No.	Scene Name	Subname	Comments			Setup**	Foot SW2 Type
16	Session		This Scene assigns muted Trigger sounds, making it suitable for a wide range of musical contexts.	*2		A	FC7
17	R&B	Extra Pad - More Sounds	This R&B style Scene assigns simple sine wave kicks and snap sounds as Trigger sources.			A	FC7
18	Lo-Fi Chill	Extra Pad - More Sounds	This Scene features Lo-Fi bitcrush and reverb effects, making it suitable for relaxed, chill-style performances. Connecting external pads gives access to additional sounds tailored for chill music.	*2		A	FC7
19	Dubstep	Extra Pad - More Sounds	This Scene assigns a heavy kick and bright snare as Trigger sounds, making it suitable for dubstep performance. Connecting external pads gives access to additional electronic sounds for expanded expression.			A	FC7
20	BigKik Room	Classic 1970s Rock	This Scene creates a classic 1970s rock sound with punchy bass drum, and big room acoustics	*1		A	HH40
21	Bit Pop	Bit Crush - Modifier 6	This Scene uses square wave and white noise sounds as Triggers, characterized by a bitcrushed texture reminiscent of 8-bit computers. Modifier 6 controls the intensity of the bitcrush effect applied to the mic input.			A	FC7
22	V-Shaped EQ Comp	Scene Starter	This Scene features a V-shaped EQ with emphasised highs and lows. The compressor smooths out the mic input, and enhancing its overall impact. It serves as a foundation for creating User Scenes.			A	FC7
23	Lo-Fi EQ Comp	Scene Starter	This Scene features a Lo-Fi EQ and a compression, giving it a raw yet focused character. The compressor evens out the mic input, adding a sense of punch and presence. It serves as a foundation for creating User Scenes.	*2		A	FC7
24	EAD10 EQ Comp	Scene Starter	This Scene brings back the compressor effect originally found in the EAD10, but now carefully re-tuned. It serves as a foundation for creating User Scenes.	*1		A	FC7
25	Limiter	Scene Starter	This Scene uses a limiter effect. Its rough tonal character adds punch to the sound. It serves as a foundation for creating User Scenes.			A	FC7
26	Pitch Drop	Bigger drums and cymbals	This Scene takes the pitch of the drums and cymbals and bends the pitch down so all drums and cymbals sound bigger, lower and more powerful.	*1		A	HH40
27	Hall Reverb	Mods 1/4/5 for Reverb	This Scene features reverb that creates a sense of spaciousness, similar to performing in a hall. The reverb sound can be controlled using Modifiers 1, 4, and 5.			A	FC7
28	Dark Gate	Transient Gating - Mod 2	This Scene uses a gate effect with a high threshold. The sound is cut off immediately after it's Triggered, creating a unique and creative tonal shift.			A	FC7
29	Dance Pop	Extra Pad - More Sounds	This Scene uses kick and clap sounds with a strong attack as Trigger Voices, making it suitable for dance-based, pop-style performances. Connecting external pads gives access to additional electronic sounds for expanded expression.			A	FC7
30	Rock		This Scene assigns dry, heavy Trigger sounds to the kick and snare drums, suitable for rock-style performances.	*1		A	FC7

*1   Please note that when performing live, you may experience feedback if the monitor speaker is positioned too close to the EAD10. (Due to use of high-gain Mic Effects and multiple microphones)

*2   These Scenes make it easier to hear the effectiveness of Mic Effects and Trigger Sounds when using closed-back headphones/earphones, or during playback of your recorded performance.

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

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Setting Parameters

No.	Scene Name	Subname	Comments			Setup**	Foot SW2 Type
31	Crunch	Drum Kit Distortion	This Scene features a crunch-style distortion effect, producing a gritty, aggressive sound.	*1		A	FC7
32	Dub	Mods 2/4/5 for Delay	This Scene features delay and phaser effects. Turning Modifier 4 changes the delay time. Connecting external pads allows you to Trigger percussion sounds.	*1		A	FC7
33	Funk Pop	Snare Trigger - Clap	This Scene uses a loose clap as the Trigger voice, suitable for funk and pop-style performances.			A	FC7
34	Mountain Swirl	Classic 1970s Rock	This Scene creates a 1970s rock kit with classic big drum sound and light phaser effect	*1		A	HH40
35	Shimmer Reverb	Mods 1/4/5/6 for Reverb	This Scene features a shimmer reverb effect, offering a distinctive ethereal character. The reverb sound can be controlled using Modifiers 1, 4, 5 and 6.			A	FC7
36	Hard Rock		This Scene uses a loose kick and a tight snare as Trigger voices, suitable for hard rock performances.			A	FC7
37	Crush	Wave Folder - Mod 2	This Scene features a unique crushing distortion effect. Connecting external pads provides access to sounds suited for more creative applications.	*1		A	FC7
38	Very Heavy Comp	No Dynamics	A Scene with very heavy compression applied. There is very little dynamic range here, so everything seems squashed and the same volume, and the cymbals seem to 'pump' when hit, making them sound much bigger.	*1		A	HH40
39	8th Delay	Click Tempo - Modifier 6	A modern style clean delay on the whole kit. The delay is sync'ed to the Click at 8th notes. The Click and delay speed is adjustable on Modifier 6.	*1		A	HH40
40	Dot8 Delay	Click Tempo - Modifier 6	A modern style clean delay on the whole kit. The delay is sync'ed to the Click at dotted 8th notes (3x 16th notes). The Click and delay speed is adjustable on Modifier 6.			A	HH40
41	8T Delay	Click Tempo - Modifier 6	A modern style clean delay on the whole kit. The delay is sync'ed to the Click at 8th note triplets. The Click and delay speed is adjustable on Modifier 6.	*1		A	HH40
42	Amb Distortion	Trigger Distortion	This Scene uses a distorted ambient waveform as the Trigger voice. The mic input is unaffected by distortion, helping to reduce the risk of feedback. Modifier 5 controls the distortion level for the kick and snare Triggers individually.			A	FC7
43	Hi/Lo PitchDelay	Variation- Modifiers 5/6	This Scene makes the pitch of lower instruments go up in steps, and the pitch of high instruments go down in steps.			A	FC7
44	Amp Simulator	Drum Kit Distortion	This Scene features guitar amp-style distortion. It produces a lo-fi, overdriven sound.	*1		A	FC7
45	Pop Rock	Clap - Snare Trigger	This Scene uses powerful kick and clap sounds as Triggers, making it suitable for a wide range of musical genres.			A	FC7

*1   Please note that when performing live, you may experience feedback if the monitor speaker is positioned too close to the EAD10. (Due to use of high-gain Mic Effects and multiple microphones)

*2   These Scenes make it easier to hear the effectiveness of Mic Effects and Trigger Sounds when using closed-back headphones/ earphones, or during playback of your recorded performance.

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

[MENU]

Bluetooth

File

Factory Reset

Version

Setting Parameters

No.	Scene Name	Subname	Comments			Setup**	Foot SW2 Type
46	Timbale Break	Extra Pad - More Sounds	This Scene has a natural acoustic drum kit sound, with timbale and cowbell on the external pads.			A	HH40
47	Electro Rock	Extra Pad - More Sounds	This Scene uses aggressive kick and snare drum sounds as Triggers. Connecting external pads gives access to additional electronic sounds for expanded expression.	*1		A	FC7
48	Hiphop	Clap Timing - Modifier 6	This Scene uses fat kick and clap sounds as Triggers. Modifier 6 adjusts the timing of the clap.	*1		A	FC7
49	DigiBell	Harmonics and delay	This Scene adds modulation and harmonics to the sound of the kit and makes drums sound like digital bells.			A	HH40
50	Composite Kick	Blend Modifiers 4/5/6	This Scene allows the creation of almost ANY character of bass drum, by combining the samples on Modifiers 4,5,6. The sample on Modifier 4 is an short electronic click with lots of attack. The sample on Modifier 5 is an acoustic boom with lots of body, and the sample on Modifier 6 is an electronic kick sound with lots of weight. By combining these in different amounts, bass drum sounds for ANY situation can be created.		*2	A	HH40
51	BigKik Reflectn	Classic 1970s Rock	This Scene creates a classic 1970s rock sound with punchy bass drum, and early reflection reverb for more cut	*1		A	HH40
52	BigKik Phaser	Classic 1970s Rock	This Scene creates a classic 1970s rock kit with punchy bass drum, and phasing			A	HH40
53	EDM	Extra Pad - More Sounds	This Scene uses kick and electro snare sounds with emphasized attack as Triggers. Connecting external pads gives access to additional electronic sounds for expanded expression.			A	FC7
54	Funk		This Scene uses loose kick and tight snare sounds as Triggers, well-suited for old-school funk performances.		*2	A	FC7
55	Big Beat	Extra Pad - More Sounds	This Scene uses distorted, hard-edged kick and snare sounds as Triggers. Connecting external pads gives access to additional electronic sounds for expanded expression.			A	FC7
56	Breakdown	Extra Pad - More Sounds	This Scene has a distorted acoustic drum kit sound, with small electronic percussion on the external pads.	*1		A	HH40
57	Metal	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene assigns heavy Trigger sounds with sharp attack. Modifier 6 adjusts the EQ of the Trigger sounds, allowing you to emphasize their attack.			B	FC7
58	RotoRoom	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene assigns heavy Trigger sounds with sharp attack, reminiscent of rotary tuned toms..			B	HH40

*1   Please note that when performing live, you may experience feedback if the monitor speaker is positioned too close to the EAD10. (Due to use of high-gain Mic Effects and multiple microphones)

*2   These Scenes make it easier to hear the effectiveness of Mic Effects and Trigger Sounds when using closed-back headphones/earphones, or during playback of your recorded performance.

Setting Parameters

No.	Scene Name	Subname	Comments			Setup**	Foot SW2 Type
59	Buzz Air	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene features a distinctive texture that combines the ambient feel of room mics with snare buzz-like noise.			B	FC7
60	VintageRoom	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene allows you to quickly add a vintage drum sound to all the drums on your acoustic drum kit.		*2	B	HH40
61	Rock+GatedFX	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene allows you to quickly add rock drum sounds to all the drums on your acoustic drum kit, but you also have access to big gated effects which are controllable with Modifier 2,4.			B	HH40
62	AnalogueRoom	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene allows you to quickly add analogue synth drum sounds to all the drums on your acoustic drum kit.			B	HH40
63	Gate Reverb	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene features a short gated reverb effect.			B	FC7
64	Drum&BassUK	For Triggers On Drums	This Scene is designed for Trigger units on the snare and all toms. Check page XX, "Setting B," for instructions on connecting each Trigger. This Scene allows you to quickly layer small tight electronic sounds onto all the drums on your acoustic drum kit, for an instant drum and bass sound.			B	HH40
65	[+OH DSU] BEQC	Add DSU50 as OH Mic	This Scene is based on P012: Basic EQ Comp, with one more DSU50 microphone added. By inserting the extra DSU50 on channels 3–4 and placing it in the overhead position, it captures cymbal highs with greater clarity. Place the microphones as shown in "Setting C" on page XX, then fine-tune the position to match your drum kit environment.	*1	*2	C, D	FC7

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*2   These Scenes make it easier to hear the effectiveness of Mic Effects and Trigger Sounds when using closed-back headphones/earphones, or during playback of your recorded performance.

Setting Parameters

No.	Scene Name	Subname	Comments			Setup**	Foot SW2 Type
66	[+OH DSU] F-Rk	Add DSU50 as OH Mic	This Scene is based on P010:Funk Rock, with one more DSU50 microphone added. By inserting the extra DSU50 on channels 3–4 and placing it in the overhead position, it captures cymbal highs with greater clarity. Place the microphones as shown in "Setting C" on page XX, then fine-tune the position to match your drum kit environment.	*1		C, D	FC7
67	[+Room DSU] BEQC	Add DSU50 as Room Mic	This Scene is based on P012: Basic EQ Comp, with one more DSU50 microphone added. By inserting the extra DSU50 on channels 3–4 and placing it farther from the performer, it captures room ambience and a sense of air. Place the microphones as shown in "Setting D" on page XX, then fine-tune the position to match your drum kit environment.	*1	*2	C, D	FC7
68	[+Room DSU] Rock	Add DSU50 as Room Mic	This Scene is based on P030:Rock, with one more DSU50 microphone added. By inserting the extra DSU50 on channels 3–4 and placing it farther from the performer, it captures room ambience and a sense of air. Place the microphones as shown in "Setting D" on page XX, then fine-tune the position to match your drum kit environment.	*1		C, D	FC7
69	[+OH ExMic] BEQC	Add External Mics as OH	This Scene uses two additional microphones alongside P012: Basic EQ Comp. By inserting the extra DSU50 on channels 3–4 and placing it in the overhead position, it captures cymbal highs with greater clarity. The gain for channels 3–4 is set to 0 and phantom power is turned off, so please adjust as needed. Place the microphones as shown in "Setting E" on page XX, then fine-tune the position to match your drum kit environment.	*1	*2	E	FC7
70	[Multi-Mic Tmpl]	Multi-Mic Template	This is a convenient template Scene for multi-mic setups. Starting from Mic1 channel, it corresponds to OH L, OH R, Kick, Snare, and HH. Each channel's gain is set to 0 and phantom power is turned off, so please adjust as needed. Place the microphones as shown in "Setting F" on page XX, then fine-tune the position to match your drum kit environment.			F	FC7

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Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]

USB Audio

Bluetooth

File

Factory Reset

Version

[MIC/TRIG]   MIC/TRIG

When the [MIC/TRIG] button is lit, settings for mic and Trigger sounds are specified. The top screen displays meters that show the real-time status of signal inputs from [MIC/LINE] and [TRIGGER INPUT] jacks.

• **Mic Level Meter**
Status of inputs from [MIC/LINE] jacks

• **Trigger Input Level Meter**
Status of inputs from [TRIGGER INPUT] jacks

[F1] button

[EXIT] button

[F3] button

[EXIT] button

[ENTER] button

[EXIT] button

```
Volume
Mic/Kit  86
Mic     127  Mic In  110
Kit     127  Inst     61
Voice A 127  Voice B 127
Voice C 127  Voice D 127
```

```
Setting
Mic/Kit Vol
Mic
Trigger
Kit
Effect
```

```
Mic/Kit Vol
Volume           86
```

Status of inputs from [MIC/LINE] jacks

NOTE
The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

[F1] Volume

This adjusts the volume balance of electronic sounds (Voices) based on audio inputs from [MIC/INPUT] jacks or input signals from [TRIGGER INPUT] jacks.

Parameter	Description	Setting	Default Value
Mic/Kit	Same as [F3] Setting → Mic/Kit Vol.	0 – 127	Setting value in Scene (Mic/Kit Volume)
Mic	Adjusts the volume of input sounds from all [MIC/LINE] jacks collectively.	0 – 127	Setting value in Scene (Mic)
Mic In	Adjusts the volume of input sounds from [MIC/LINE] jacks individually for each jack. The jack number is selected using the [F1] button before adjusting the volume.	0 – 127	
Kit	Adjusts the volume of the drum kit registered in the currently selected Scene (collectively for all electronic drum pads).	0 – 127	
Inst	Adjusts the volume individually for each electronic drum pad Inst (each Trigger Input). Adjust the volume after using the [F1] TrigSel button to select the Trigger Input.	0 – 127	
Voice A	Adjusts the volume for individual layers (A to D) in Voices assigned to Trigger Input Sources. Use the [F1] TrigSel button to select the Trigger Input Source before adjusting the volume.	0 – 127	
Voice B		0 – 127	
Voice C		0 – 127	
Voice D		0 – 127	

Side tab labels: Modifier Knobs / LED Rotary Faders / [SCENE] / [MIC / TRIG] (Mic, Trigger, Kit, Effect) / [CLICK] / [RECORDER] (Recorder, Looper, Sampling) / [LIVE SET] / [MENU] (Utility, Output, Aux In, USB Audio, Bluetooth, File, Factory Reset, Version)

[F3] Setting

Pressing the [F3] Setting button on the top screen displays the group of settings for inputs from mic jacks and Trigger jacks. Because they are located on multiple hierarchical levels, press [ENTER] to move down a level or [EXIT] to move back up a level to find the desired setting parameter.

[F3] Setting → Mic/Kit Vol

Parameter	Description	Setting	Default Value
Volume	Of the sounds produced by this product, this mainly sets the volume for user performances (drum kit sounds produced based on acoustic drum sounds input via mic jacks and Trigger Input signals). This adjusts the balance between Scene volume levels. The [MIC/TRIG] slider in the lower right area of the panel is used to adjust the volume of other audio and Click sounds.	0 – 127	Setting value in Scene (Mic/Kit Volume)

[F3] Setting → Mic

This specifies how to process and produce or output sounds input via mic jacks. All settings are registered in Scenes as [Mic] settings.

[F3] Setting → Mic → Mic Volume

Parameter	Description	Setting	Default Value
Volume	This sets the volume level for all sounds input via all mic jacks. Consequently, it is balanced with the kit performance volume level ([MIC/TRIG] → [F3] Setting → Kit → Kit Volume).	0 – 127	Registered Scene [Mic] Values

[F3] Setting → Mic → Mic Pairing

Parameter	Description	Setting	Default Value
Mic1/2	This sets whether to pair (Paired) or not pair (Separate) audio inputs from two mic jacks. L is for 1 and 3. R is for 2 and 4. The Paired Except Gain setting is the same setting as Paired, except that it does not apply to the gain process.	Separate, Paired, Paired Excep Gain	Always set to "Paired" for Preset Scenes (Mic).
Mic3/4	**NOTE** If set to Paired, then the Mic2 setting functions the same as Mic1 and the Mic4 setting functions the same as Mic3.	Separate, Paired, Paired Excep Gain	Always set to "Separate" for Preset Scenes (Mic).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

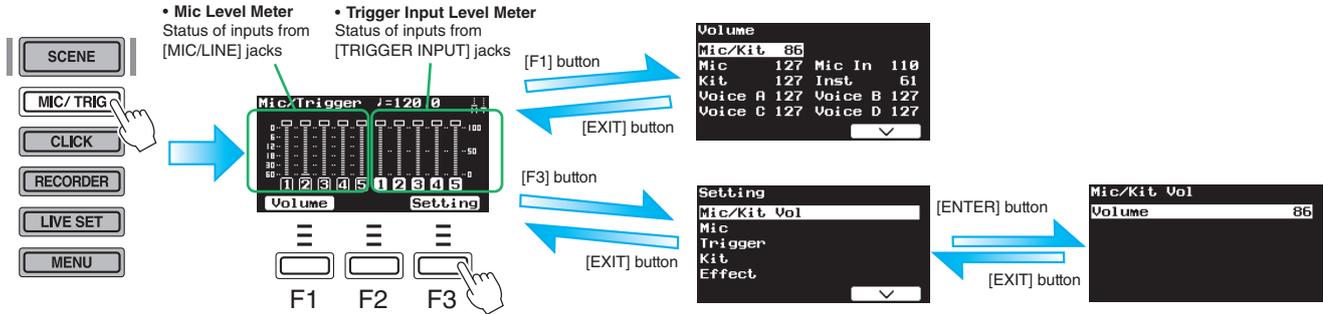[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

[F3] Setting → Mic → Mic In

This sets input sound-related settings for each mic jack. The mic jack is selected in a separate screen displayed by pressing the [F1] MicSel button before specifying respective parameter settings.

NOTE

The mic jacks to which the setting is applied are displayed in the upper right area of the screen.

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Parameter	Description	Setting	Default Value
On/Off	For each mic jack, this sets whether to input sound from an external source (On) or not (Off). **NOTE** This setting is linked to the lit/unlit status of channel on/off buttons 1 to 5 when the [MIC] button is lit.	Off, On	They are always set as indicated below for Preset Scenes (Mic). ·Mic1: On ·Mic2: Off ·Mic3: Off ·Mic4: Off ·Mic5: Off
Phantom	Sets phantom power On/Off for each mic jack. Set it to [On] for connecting a condenser mic or other device that requires a phantom power supply to the corresponding mic jack. **NOTE** To prevent noise when turning the phantom power On/Off, the mic input is muted for a few seconds. **Phantom Power Precautions** Observe the following precautions in order to prevent damage to this product and external devices or noise. • Switch the phantom power On/Off with [MIC/TRIG] sliders minimized. • Do not connect/disconnect cables from mic jacks with the phantom power left On. • Leave the phantom power Off when not needed. • Switch Off phantom power before connecting a device that does not support phantom power to a mic jack.	Off, On	They are always set as indicated below for Preset Scenes (Mic). ·Mic1: On ·Mic2: Off ·Mic3: Off ·Mic4: Off ·Mic5: Off
Gain	This sets the input sound gain level for each mic jack. **NOTE** To prevent noise when changing the gain setting, mic input is muted for a few seconds.	0 – 50	Setting value in Scene (Mic)
Gain Auto Setup	This parameter is only enabled if the included DSU50 sensor unit is connected to the [MIC1], [MIC2], or [❶ KICK/❻] jack on this product. Gain levels for mic sounds (Mic1 and Mic2) and Trigger sounds (Kick) are adjusted automatically. **1.** Press [ENTER] to display the Gain Auto Setup Screen and then play the drums. Gain is automatically adjusted inside this product while drum performances are continued. When automatic adjustments are finished, the screen changes as shown next. **2.** Press [ENTER] to confirm and apply the adjustment value. The screen returns to displaying the previously displayed screen. **NOTE** • This function can be used even if a device other than a DSU50 sensor unit is connected, but it will not provide appropriate gain values. Also, the screen in step 2 might not be displayed. Only use this function if a DSU50 unit is connected. • This function does not adjust levels at other mic jacks (MIC3, MIC4, or MIC5).		

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

Page 2/4

Parameter	Description	Setting	Default Value
Volume	This sets the volume of sounds input from each mic jack.	0 – 127	Setting value in Scene (Mic)
Pan	This sets the stereo position for sounds input via each mic jack.	L63 – C – R63	Always set to "C" for Preset Scenes (Mic).
Phase	Sets whether to invert the phase of sounds input via each mic jack (On) or not (Off).	Off, On	Always set to "Off" for Preset Scenes (Mic).
Delay	This sets the delay level for sounds input via each mic jack. If the distance between each mic and the tone generator is different, this setting can correct for the audible delay between different mics.	0.0 ms – 0.1 ms – 10.0 ms (0.000 m – 0.034 m – 3.400 m)	Always set to "0 ms" for Preset Scenes (Mic).

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Parameter	Description	Setting	Default Value
Gate	Turns the gate function On/Off for each mic jack. The "gate" function shuts off sound when it drops below a specified volume value. Normally, the gate is left "open" when Off and "closed" when On. It is used to prevent redundance between mics for different instruments or to filter the lingering sound of tom or snare drums in order to adjust sound duration.	Off, On	Always set to "Off" for Preset Scenes (Mic).
Gate Threshold	For each mic jack, this sets the threshold volume level for cutting off input sounds (close the gate). The gate will begin closing when volume drops below this threshold value. Adjust the values to filter out unwanted sound.	–73 dB – –30 dB	Setting value in Scene (Mic)
Gate Hold	After a gate is opened, this specifies the minimum time the gate is held open before it begins closing. Even if the volume drops below the threshold level the gate will remain closed until the specified time has elapsed, after which it will begin closing.	0 ms – 500 ms	
Gate Attack	This setting specifies how long after the gate starts opening (the volume starts gradually increasing) until the normal volume level is restored.	0.02 ms – 40 ms	
Gate Release	This setting specifies how long after the gate starts closing (volume starts decreasing) until the volume is fully muted.	10 ms – 680 ms	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

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Parameter	Description	Setting	Default Value
Noise Gate	This turns the gate function On/Off for each mic jack. Turn this On if noise when muted is at a concerning level, such as when mic gain is increased.	Off, On	Always set to "Off" for Preset Scenes (Mic).
Talk	Mics connected to this product can not only be used to capture drum performances, but also performer talking sounds by switching to the Talk mode. This setting selects whether to change the setting for connected mics to the mode for capturing talk (On) or for drums sound (Off). Note that changing the setting will change all parameters in the following screen and will be applied to all mics for talking. 　　[MIC/TRIG] → [F3] Setting 　　　　→ Mic In, Mic EQ, Mic TranComp, Mic Out If the setting is Off, an indicator such as "Mic1" is shown in the upper right area of the screen, whereas an indicator like "Mic1Talk" is displayed if the setting is On, so that the operator can recognize that jack settings are configured for talking. ⚠ **CAUTION** **If the talk function is On, a variety of mic settings are changed to values for talking. In particular, the talk function will increase gain, so drum playing with talk set to On could cause unexpectedly high volumes. Be extra careful to avoid playing music with the talk setting On.**	Off, On	

[F3] Setting → Mic → Mic EQ

This product offers 4 EQ (equalizer) bands and high-pass filters that can be applied to input sound from each mic jack. This screen is used to specify EQ-related settings for each jack. The [F1] MicSel button is used to select the mic jack before specifying respective parameter settings. After selecting the type and color settings on the first page, more detailed linked settings are set accordingly on the second and subsequent pages. After selecting the type and setting the color, more detailed adjustments can be made using detailed settings on the second and subsequent pages.

NOTE

- The mic jacks to which the setting is applied are displayed in the upper right area of the screen.
- For more information about equalizers, refer to the diagrams on Page 25.

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Parameter	Description	Setting	Default Value
On/Off	This sets whether (On) or not (Off) to apply EQ to input sounds	Off, On	Always set to "On" for Preset Scenes (Mic).
Type	This selects the EQ type for each mic jack.	(Refer to the EQ Type List.)	Setting value in Scene (Mic)
Color	This sets the EQ color (sound brightness) for each mic jack. The larger the numeric value, the brighter the sound.	-64 – 0 – +63	

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Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band for each mic jack.	32 Hz – 2.0 kHz	Setting value in Scene (Mic)
Low Gain	This sets the gain level for the EQ low frequency band for each mic jack.	–12 dB – 0 dB – +12 dB	
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band for each mic jack. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]　Mic　Trigger　Kit　Effect

[CLICK]

[RECORDER]　Recorder　Looper　Sampling

[LIVE SET]

[MENU]　Utility　Output　Aux In　USB Audio　Bluetooth　File　Factory Reset　Version

Setting Parameters

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Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band for each mic jack.	100 Hz – 10.0 kHz	Setting value in Scene (Mic)
MidLow Gain	This sets the gain level for the EQ low-to-mid frequency band for each mic jack.	–12 dB – 0 dB – +12 dB	
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band for each mic jack.	0.1 – 12.0	

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Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ mid-to-high frequency band for each mic jack.	100 Hz – 10.0 kHz	Setting value in Scene (Mic)
MidHigh Gain	This sets the gain level for the EQ mid-to-high frequency band for each mic jack.	–12 dB – 0 dB – +12 dB	
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band for each mic jack.	0.1 – 12.0	

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Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint frequency of the EQ high frequency band for each mic jack.	500 Hz – 16.0 kHz	Setting value in Scene (Mic)
High Gain	This sets the gain for the EQ high frequency band for each mic jack.	–12 dB – 0 dB – +12 dB	
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band for each mic jack. The larger the setting value, the narrower the frequency range and the more quickly tone characteristics change. The smaller the value, the wider the frequency range and the more gradually tone characteristics change. If High Shape is set to HighShelving, then the High-Q value has no effect.	0.1 – 12.0	
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band. If LPF is selected, the entire equalizer changes to functioning as a low-pass filter.	HighShelving, PeakDip, LPF	

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Parameter	Description	Setting	Default Value
HPF Freq	This sets the cutoff frequency of the high-pass filter for each mic jack.	Thru, 56 Hz – 2.0 kHz	Setting value in Scene (Mic)
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter for each mic jack.	0.1 – 12.0	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG] Mic Trigger Kit Effect

[CLICK]

[RECORDER] Recorder Looper Sampling

[LIVE SET]

[MENU] Utility Output Aux In USB Audio Bluetooth File Factory Reset Version

[F3] Setting → Mic → Mic TranComp

This adjusts the degree to which Transient Effects (attack or release) and Compressor Effects are applied to sound inputs for each mic jack. The on/off status of both the Effects is switched simultaneously.
In this screen, the [F1] MicSel button is used to select the mic jack before specifying respective parameter settings. After selecting the type and specifying the depth setting on the first page, more detailed parameter settings are configured automatically on the second and subsequent pages. After selecting the type and setting the depth, more detailed adjustments can be made using detailed setting parameters on the second and subsequent pages.

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Parameter	Description	Setting	Default Value
On/Off	This sets whether (On) or not (Off) Transient Compressor Effects are applied to input sounds for each mic jack.	Off, On	Always set to "On" for Preset Scenes (Mic).
Type	This selects the Transient Compressor type for each mic jack.	(Refer to the Type List.)	Setting value in Scene (Mic)
Depth	This adjusts the level of Transient Compressor Effects applied to each mic jack.	0 – 127	

Page 2/3

Parameter	Description	Setting	Default Value
Tran Attack	This adjusts the attack effect applied to input sounds for each mic jack.	–50 – 0 – +50	Setting value in Scene (Mic)
Tran Release	This sets the release effect applied to input sounds from each mic jack.	–50 – 0 – +50	
Tran Sensitivity	For each mic jack, this adjusts the sensitivity for applying Transient Effects based on how hard the drum is hit.	1 – 4	

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Parameter	Description	Setting	Default Value
Comp Threshold	This specifies the input level (threshold level) where Compressor effects begin being applied to each mic jack.	–48 dB – –6 dB	Setting value in Scene (Mic)
Comp Ratio	This sets how much the portion of sounds that exceeds the threshold value are compressed for each mic jack. The larger the setting value, the greater the compression applied.	1.0, 1.5, 2.0, 3.0, 4.0, 5.0, 7.0, 10.0, 20.0	
Comp Attack	This sets how long it takes to reach maximum Compressor effects after the input level exceeds the threshold value for each mic jack.	1 ms – 40 ms	
Comp Release	This sets how long it takes for Compressor effects to cease after the input level drops below the threshold value for each mic jack.	10 ms – 680 ms	
Comp Out Level	This specifies the compressor output level for each mic jack.	–18.0 dB – 0.0 dB – +18.0 dB	

[F3] Setting → Mic → Mic Out

This specifies the route for sending input sounds from each mic jack to external outputs.

Effects Process Flow Diagram (Mic Inputs)

Setting Branching Points

If [MIC/TRIG] → [F3] Setting → Mic → Mic Out → Effect Thru = On, then the [MIC/TRIG] → [F3] Setting → Mic → Mic Out → EQ Tran Thru setting can be used to specify a process flow branching point at one of the following three locations where sound can be diverted.

If EQ Tran Thru =

• EQ Thru
• Tran Thru
• Off

[MIC/TRIG] → F3 Setting → Mic → Mic Out → IndivOut

[INDIVIDUAL OUTPUT] jacks
• IndivOut 1/2 ---------- • USB Audio Out 3/4
• IndivOut 3/4 ---------- • USB Audio Out 5/6
• IndivOut 5/6 ---------- • USB Audio Out 7/8
• IndivOut 7/8 ---------- • USB Audio Out 9/10

USB TO HOST

All USB audio channels will conforms to IndvOut settings.

[USB TO HOST] terminal

Acoustic Drum Section
Mic Input 1
Mic Input 2
Mic Input 3
Mic Input 4
Mic Input 5

Mic-Specific Effects `MicSel`
Parts EQ
Transient Compressor
Insertion Effect1
Insertion Effect2

A

System Effects
• Reverb
• FX1
• FX2

[MIC/TRIG] → [F3] Setting → Effect

B

Master Effects
• Master FX
• Master Compressor
• Master EQ

[MIC/TRIG] → [F3] Setting → Effect

[MENU] → Output → Phones EQ

Phones EQ

[OUTPUT] jacks
(Main Out)

[USB TO HOST] terminal
(USB Audio Out 1/2)

Changes to **A** and **B** setting values are linked, as indicated below.
If [MIC/TRIG] → [F3] Setting → Mic → Mic Out → Effect Thru = On, then A is Off and B is On
If [MIC/TRIG] → [F3] Setting → Mic → Mic Out → Effect Thru = Off, then A is On and B is Off

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
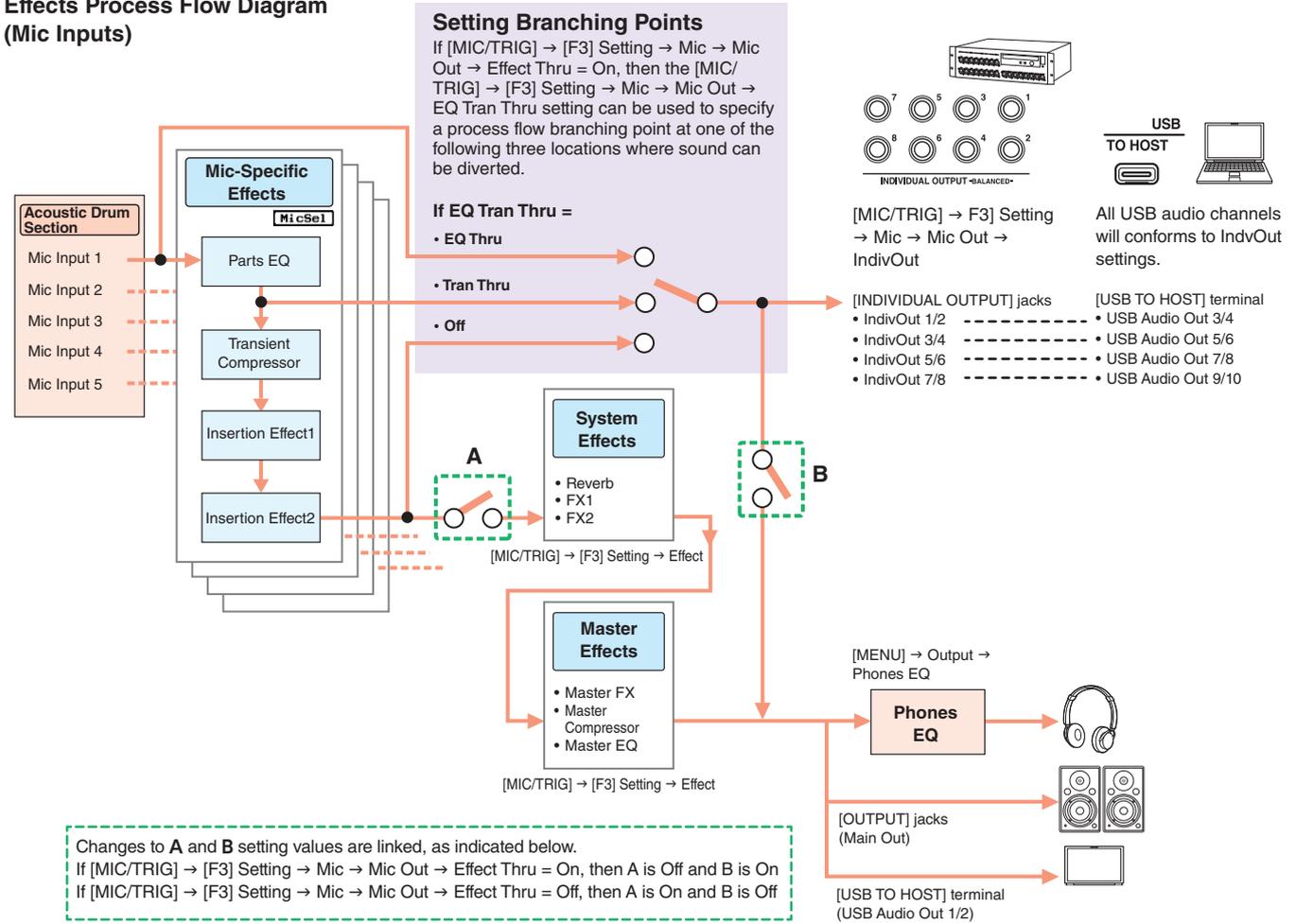Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

Page 1/2

Parameter	Description	Setting	Default Value
EQ Tran Thru	Input Sound from each mic can be branched on the way of the Effect process flow and can be output with the subsequent Effects bypassed. This parameter sets the branching point. • Off: Branches before entering System Effects. • EQ Thru: Branches before starting part EQ. • Tran Thru: Branches before starting transient compressor.	Off, EQ Thru, Tran Thru	Always set to "Off" for Preset Scenes (Mic).
Effect Thru	This specifies whether to pass input sounds from each mic jack through the System Effects and Master Effects sections (Off) or not (On). If On is selected, sound from the branching point selected by EQ Tran Thru is routed to a point after the Master Effects section.	Off, On	
Main Out	This is only displayed if the Effect Through setting is On. This individually sets whether sound from the branching point selected in EQ Tran Thru is output from an [OUTPUT] jack (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Mic).
Phones Out	This is only displayed if the Effect Through setting is On. This individually sets whether sound from the branching point selected in EQ Tran Thru is output from an [PHONES] jack (On) or not (Off).	Off, On	
USB Audio Out 1/2	This is only displayed if the Effect Through setting is On. This individually sets whether sound from the branching point selected in EQ Tran Thru is output from an [USB TO HOST] terminal (On) or not (Off).	Off, On	

Page 2/2

Parameter	Description	Setting	Default Value
IndivOut	Input sounds from each mic jack can be diverted from the effects process flow diagram at branching points and output separately for each jack or channel. This sets the [INDIVIDUAL OUTPUT] jack for outputting performance sounds input from each mic jack. **NOTE** IndivOut1–8 settings are linked to USB Audio Out3–10 settings. For example, if Mic1 = L1 + R2 is specified, then Mic1 sound output to a computer via USB Audio 3/4 ports.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8 * For a description of respective setting values, refer to the table below.	Always set to "Off" for Preset Scenes (Mic).
IndivOut Vol	For sounds input from each mic jack, this adjusts the volume of performance sounds output from branching points (Page 92) in the effects process flow diagram. If Variable is specified, the volume is linked to [MIC/TRIG] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Mic).

Respective IndivOut setting values

Setting Value	Comments	Connector Where Audio is Actually Output	
		INDIVIDUAL OUTPUT –BALANCED–	USB TO HOST
Off	Audio is not output.	–	–
L1+R2, L3+R4, L5+R6, L7+R8	These settings will result in stereo output via 2 jacks.	The numbers in setting values indicate the jack number. For example, the setting "L1+R2" indicates the following. • Stereo L: Jack [1] • Stereo R: Jack [2]	The numbers in setting values indicate USB Audio Out channels, where 1 – 8 = USB Audio Out 3 – 8. For example, the setting "L1+R2" indicates the following. • Stereo L: USB Audio Out 3 • Stereo R: USB Audio Out 4
L1, R2, L3, R4, L5, R6, L7, R8	These settings result in monaural output via only the L or R stereo channel.	The numbers in setting values indicate the jack number. For example, if set to "L1", stereo channel L is output via jack [1], but stereo channel R is not output.	The numbers in setting values indicate USB Audio Out channels, where 1 – 8 = USB Audio Out 3 – 8. For example, if set to "L1", USB Audio Out 3 is only output via stereo channel L. If set to "R2", USB Audio Out 4 is only output via stereo channel L.
(L+R)1, (L+R)2, (L+R)3, (L+R)4, (L+R)5, (L+R)6, (L+R)7, (L+R)8	These settings result in outputting a mixture of stereo L and R audio channels via one jack.	The numbers in setting values indicate the jack number. For example, if set to "(L+R)1", both L and R channels are output via jack [1].	The numbers in setting values indicate USB Audio Out channels, where 1 – 8 = USB Audio Out 3 – 8. For example, if set to "(L+R)1", then a mixture of stereo L and R audio channels is output via USB Audio Out 3.

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

[F3] Setting →Trigger

This specifies how to process signals input from a Trigger or Foot Switch jack and produce or output electronic sounds (Voices). All settings are registered in Scenes as [Triggers].

[F3] Setting → Trigger → Trig Pairing

This sets whether to pair (paired) the two inputs from the two Trigger Input jacks marked with two digits (two monaural inputs) or not pair (separate) the inputs.

Paired
Specify the Paired setting if the two Trigger signal inputs are both obtained from the same pad. This setting assumes two single pads are connected 1-to-1.

Separate
Specify the Separate setting if the two Trigger signal inputs are obtained from separate pads. This setting assumes the two pads are connected by a Y-cable or one is connected to a KP series pad that is in turn connected to a separate pad via a [PAD INPUT] connector.

Parameter	Description	Setting	Default Value
Kick/Trig6	This selects the input method to the [❶ KICK/❻] jack. It assumes a cable from the included sensor unit or a KP series electronic drum kick pad (1-zone pad) will be connected to the [❶ KICK/❻] jack and the default setting is Separate. If connecting to a non-KP series pad, change the settings based on the number of zones in the connected pad.	Separate, Paired	Setting value in Scene (Trigger)
Snare/Trig7	This selects the input method to the [❷ SNARE/❼] jack. It assumes a cable from a drum Trigger is connected to the [❷ SNARE/❼] jack and the default setting is Paired.	Separate, Paired	
Trig3/Trig8	This selects the input method to the [❸ /❽] jack.	Separate, Paired	
Trig4/Trig9	This selects the input method to the [❹ /❾] jack.	Separate, Paired	
Trig5/Trig10	This selects the input method to the [❺ /❿] jack.	Separate, Paired	

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]   Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]   Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]   USB Audio

Bluetooth

File

Factory Reset

Version

[F3] Setting → Trigger → Trig In

This specifies how to process Trigger signals input from this product.

[F3] Setting → Trigger → Trig In → Pad

This setting is for pads that send Trigger Input signals to this product. Electronic drums can include a variety of pads with different characteristics, such as kick, snare, tom, cymbal, hi-hat, and drum Trigger pads. This product includes groups of settings optimized for the characteristics of each pad type. Select the group that is best for each pad (and each Trigger Input). Settings are configured by pressing the [F1] button to select the Trigger Input (or pad) and then specifying corresponding settings.

NOTE

Trig6 – Trig10 settings are available only when the Trig Pairing is set to "Separate."

Page 1/5

Parameter	Description	Setting	Default Value
Category	Selects the pad type category.	Off, Kick, Snare, Tom, Cymbal, HH, Others	Setting value in Scene (Trigger)
Type	Selects the specific model number as the pad type.	Depending on the firmware version	

Page 2/5

Parameter	Description	Setting	Default Value
Gain	This sets the gain (amplification) level for signals input when a pad is hit. **NOTE** If the setting is set high, all input signals above a certain level (maximum level) will be treated as the same. However, the setting can be corrected for the hitting force variability error. Setting a low value will broaden expressive by making it easier to reflect the hitting force variations in sounds.	1 – 127	Set to the pad type appropriate for the Preset Scene (Trigger).
Rim Gain	If a multi-piezo pad is connected, such as the XP125SD-X, this sets the gain level for the rim area. It is available only when the Trig Pairing is set to "Paired."	1 – 127	
H/R Balance	If a multi-piezo pad, such as the XP125SD-X is connected, this sets balance between the head and rim areas. If a head sound is produced when the rim is hit, increasing the rim (R) value will make it easier to produce rim sounds. Similarly, if a rim sound is produced when the head is hit, increasing the head (H) value will make it easier to produce head sounds. If two monaural input jacks are used, the parameter is available only when the Trig Pairing is set to "Paired."	H49 – H1, H = R, R1 – R49	
Gain Auto Setup	This is the same parameter as the parameter with the same name in [MIC/TRIG] → Mic → Mic In. Refer to Page 87.		

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

Page 3/5

Parameter	Description	Setting	Default Value
Wait Time	This sets how long to wait before detecting the Trigger signal from the corresponding pad. Adjust this parameter so that the Trigger signal is recognized when its level reaches the maximum, resulting that the sound is produced with the force corresponding to your hitting one.	1 ms – 64 ms	Set to the pad type appropriate for the Preset Scene (Trigger).
Reject Time	Trigger signals generated from a series of hits during this time are ignored. **NOTE** Even within the reject period, if the sound level from a second hit is at least double the sound level of the first hit, then the sound is expressed instead of being rejected.	4 ms – 500 ms	
Sensitivity	This sets the sensitivity level based on a series of pad hits.	1 – 13	

Page 4/5

Parameter	Description	Setting	Default Value
Min Level Max Level	This sets the Trigger Input signal levels used to output velocity values, between minimum (%) and maximum (%). No sound is produced for Trigger signals less than or equal to the minimum level specified here. Trigger signal values greater than or equal to the maximum level specified here are assigned the maximum velocity value specified by the Min Velocity/Max Velocity parameters below.	1 – 100	Set to the pad type appropriate for the Preset Scene (Trigger).
Min Velocity Max Velocity	This sets velocity values in term of a minimum to maximum range based on the Trigger Input signal levels specified by Min Level/Max Level settings above. Sound is produced based on the velocity range specified here.	1 – 127	

Page 5/5

Parameter	Description	Setting	Default Value
Xstick On/Off	This setting is enabled only for jacks with a multi-piezo pad connected. If set to On, the open rim shot and closed rim shot sounds are switched depending on how hard the pad is hit. **NOTE** • If the Xstick On/Off setting is Off, an open rim shot sound is always produced. • If a single-piezo pad is connected, it has no effect.	Off, On	Set to the pad type appropriate for the Preset Scene (Trigger).
Xstick Adjust	This setting is enabled only for jacks with a multi-piezo pad connected. If the Xstick On/Off setting is set to On, the ease of switching between Xstick and open rim shots by hitting the rim of a multi-piezo pad can be adjusted. Increasing the value will make it easier to produce Xstick sounds when pads are hit hard, whereas decreasing the value will make it easier to produce open rim shot sounds even by hitting lightly.	1 – 127	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
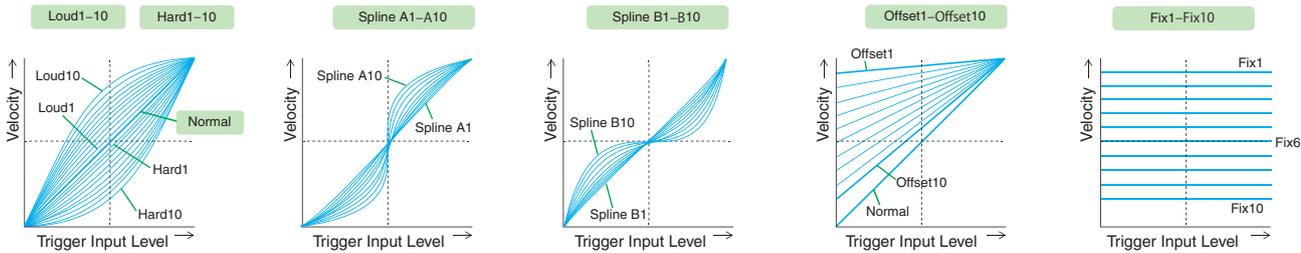USB Audio
Bluetooth
File
Factory Reset
Version

Parameter	Description	Setting	Default Value
Position	This setting is only enabled for Trig3 – Trig5. It sets whether to use the pad position detection function (On) or not use it (Off). If set to On, the tone characteristics can be varied depending on where the pad is hit. The setting is only enabled when a pad with position detection functionality is connected and a Voice that supports the position detection functionality is assigned to the pad Inst. **NOTE** For a list of pads with position detection functionality, refer to the Pad Module Compatibility Table. For a list of Voices that support position detection functionality, refer to the Voice List in Data List. Both are available for downloading from the Yamaha website (Page 4).	Off, On	Set to the pad type appropriate for the Preset Scene (Trigger).
Attenuator	This parameter is only enabled for Trig3 – Trig5 or Trig8 – Trig10. It sets whether to let Trigger signals attenuate (On) or not (Off). Normally, setting to Off is not a problem, but if the input level does not match the pad, such as when connected to a non-Yamaha pad, try setting it to On.	Off, On	

[F3] Setting → Trigger → Trig In → Vel Curve

This selects, for each pad (each Trigger Input), the method used (velocity curve) to vary the sound level (velocity) in response to variations in the input signal produced by hitting a pad.
Settings are configured by pressing the [F1] button to select the Trigger Input (or pad) and then specifying corresponding settings.

Parameter	Description	Setting	Default Value
Curve	This selects the velocity curve.	Normal, Hard1–10, Loud1–10, Spline A1–10, Spline B1–10, Offset1–10, Fix1–10, Custom	Always set to Normal for Preset Scenes (Trigger).

• If Custom is Selected
  X1
  Y1
  X2
  Y2
	Displayed when Custom is selected as the velocity curve. A line graph can be created by specifying 2 coordinate points (X1-Y1 and X2-Y2).	1 – 126	Always set to 32 for Preset Scenes (Trigger).

		1 – 127	Always set to 32 for Preset Scenes (Trigger).
		2 – 127	Always set to 96 for Preset Scenes (Trigger).
		1 – 127	Always set to 96 for Preset Scenes (Trigger).

[F3] Setting → Trigger → Trig In → Crosstalk

The term "crosstalk" refers to Trigger signals generated from other pads, due to resonance or interference between different pads, when an electronic drum pad is hit (including from acoustic drums with a drum Trigger attached). This setting is used to prevent each pad from becoming a source of crosstalk by specifying maximum values for each pad that do not generate Trigger signals. Settings can be configured by hitting each pad (Auto Setup) or by entering values (Reject Level). Try using Auto Setup first and then, if crosstalk is still generated, directly enter setting values (Reject Level) for each pad.

NOTE

In Preset Scenes, the initial Reject Level setting is always set high. If an electronic drum pad or Trigger sensor is installed in the drum set, it is recommended to execute Auto Setup for each Trigger Input (pads and Trigger sensors) before playing.

[F3] Setting → Trigger → Trig In → Crosstalk → Auto Setup (automatic setting for preventing crosstalk)

This setting is used to set maximum Trigger signal levels (Reject Levels) by hitting a specific pad to determine the maximum Trigger signal level for that pad that does not result in generating crosstalk.

```
Crosstalk    Snare
Auto Setup
Reject Level


TrigSel          ∨
```

[ENTER] button

NOTE

- To ensure the correct setting, hit the pad in step 2 in a variety of places with various levels of force.
- If a pad other than the one selected in step 1 is hit in step 2, or to select a different pad, press the [EXIT] button and start over from step 1.

2. Repeatedly hit the Trigger Input selected in step 1.
If no crosstalk occurs in response to hitting the pad, the progress bar will advance as shown, based on the number of times the pad was hit.

```
Crosstalk Auto Setup
1. Select Source Pad
Snare
```

[ENTER] button

1.
Use the [+]/[-] buttons or knob to select the Trigger Input to which the setting will be applied (Trigger Input being configured to prevent a crosstalk generation source). After selecting the input, press [ENTER] to advance to the next screen.

```
Crosstalk Auto Setup
2. Hit repeatedly
Snare          ▭
```

Progress bar

That resets the number of hits to zero, so repeat step 2 from the beginning.

If crosstalk is generated, a screen showing the Trigger Input that generated the crosstalk is displayed. This example shows the snare pad is generating crosstalk with respect to Trig5.

```
Crosstalk Auto Setup
2. Hit repeatedly
Snare → Trig5
      Crosstalk!
```

Trigger Input that generated the crosstalk

```
Crosstalk Auto Setup
2. Hit repeatedly
Snare          ▭
```

```
Crosstalk Auto Setup
2. Hit repeatedly
Snare          ▭
```

```
Crosstalk Auto Setup
3. Press [ENTER]
Snare          ▭
```

3. When the progress bar reaches 100 %, press [ENTER] to display the original screen again. That confirms and applies the final Reject Level from step 2.

At this point, the location corresponding to the Reject Level value that prevents crosstalk from occurring again, is tentatively updated (to the Trig5 value in the screenshot shown).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version
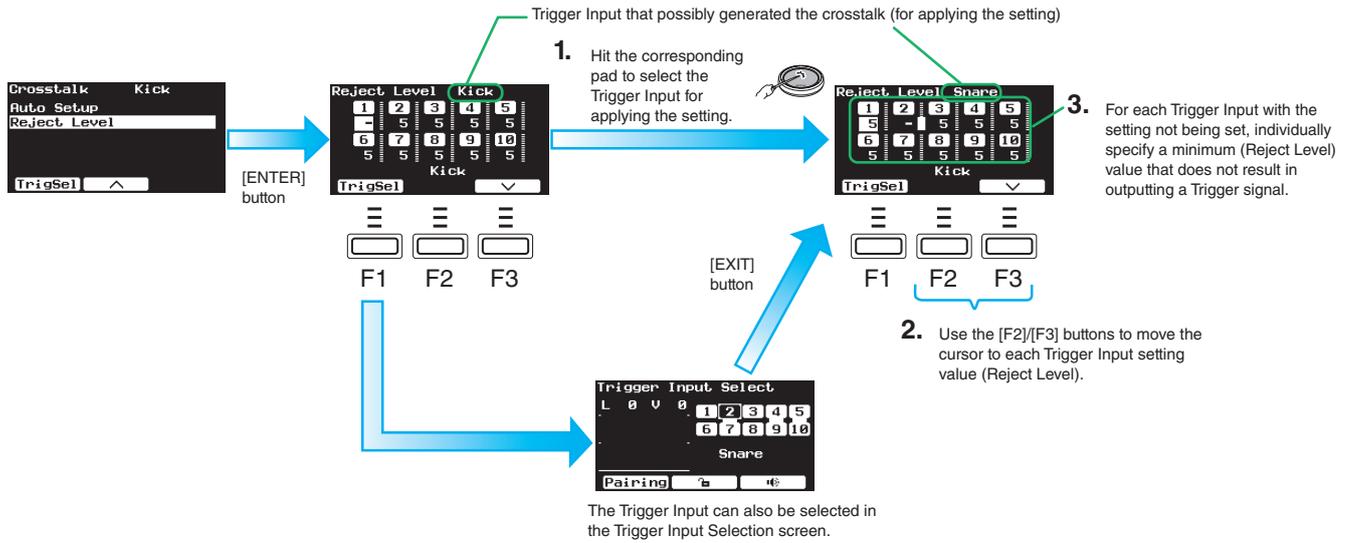
[F3] Setting → Trigger → Trig In → Crosstalk → Reject Level (manual setting for preventing crosstalk)

This setting is used to resolve crosstalk between the pad displayed in the upper right of the screen (from which crosstalk is being generated) and any other pad (where crosstalk is occurring). For example, if hitting the snare incorrectly produces a sound from the Kick pad, hit the snare pad to display "Snare" in the upper right of the screen. Then, move the cursor to "1" (Kick) and increase the Reject Level. That will prevent output of a Trigger signal sound from the kick that is below the specified value. While higher values are better at preventing crosstalk, they can also make it more difficult to produce sound from other pads at the same time.

Setting
0 – 99
(If crosstalk is generated by and occurs at the same pad, "–" is displayed.)

Trigger Input that possibly generated the crosstalk (for applying the setting)

1. Hit the corresponding pad to select the Trigger Input for applying the setting.

[ENTER] button

[EXIT] button

F1 F2 F3

F1 F2 F3

The Trigger Input can also be selected in the Trigger Input Selection screen.

3. For each Trigger Input with the setting not being set, individually specify a minimum (Reject Level) value that does not result in outputting a Trigger signal.

2. Use the [F2]/[F3] buttons to move the cursor to each Trigger Input setting value (Reject Level).

Modifier Knobs
LED Rotary Faders
[SCENE]
[MIC / TRIG] Mic Trigger Kit Effect
[CLICK]
[RECORDER] Recorder Looper Sampling
[LIVE SET]
[MENU] Utility Output Aux In USB Audio Bluetooth File Factory Reset Version

[F3] Setting → Trigger → Trig In → Foot Sw1

A Trigger signal can be generated by pressing a separately sold foot switch (pedal) connected to the [FOOT SW1] jack. In combination with a pad, it can also be used as a hi-hat.

Page 1/2

Parameter	Description	Setting	Default Value
Type	This selects the model connected to the foot switch jack.	FC3A, FC4A/5, FC7, HH40, HH65, RHH135	Always set to HH65 for Preset Scenes (Trigger).
HH Trig In	This selects the pad (Trigger Input signal) to be controlled by the device connected to the foot switch jack. If a setting other than Off is selected, an HH (hi-hat cymbal) can be played in combination with a foot switch (pedal) connected to the selected pad. If Off is selected, operating the foot switch alone will play the Voice for FOOT SW1. For more information, refer to Page 18.	Off, Kick, Snare, Trig3–10	Setting value in Scene (Trigger)
HH Pitch Up	This setting is displayed and can be set if HH Trig In is set to anything other than Off. This specifies whether to raise the pitch of the Voice currently being sounded (On) or not (Off) when the device connected to the foot switch jack is fully pressed. This setting is valid only if the currently-selected Voice is in the "HiHat1" category.	Off, On	Always set to On for Preset Scenes (Trigger).
HH Clutch Pos	This setting is displayed and can be set if HH Trig In is set to anything other than Off. Achieves the benefit of adjusting the hi-hat clutch position. The smaller the setting value, the faster the attenuation of the open hi-hat sound.	−32 − 0 − +32	Always set to 0 for Preset Scenes (Trigger).

Page 2/2

Parameter	Description	Setting	Default Value
Foot Close Pos	This setting is displayed and can be set if HH Trig In is set to anything other than Off. It adjusts the position where the hi-hat changes from an open sound to a closed sound when the device connected to the foot switch jack is pressed. The smaller the value, the narrower the opening between the top and bottom cymbals.	−32 − 0	Always set to 0 for Preset Scenes (Trigger).
Foot Close Vel	This setting is displayed and can be set if HH Trig In is set to anything other than Off. Selects whether to vary the velocity generated (variable) by pressing the device connected to the foot switch jack or specify a fixed value (1 – 127).	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Trigger).
Foot Splash Sens	This setting is displayed and can be set if HH Trig In is set to anything other than Off. This sets the sensitivity level for producing a hi-hat splash sound. The larger the value, the easier it is to produce a hi-hat splash sound. Set this to Off to produce no sound, such as for keeping rhythm by light pressing the hi-hat controller or hi-hat pedal.	Off, 1 – 127	Always set to 30 for Preset Scenes (Trigger).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG] Mic / Trigger / Kit / Effect

[CLICK]

[RECORDER] Recorder / Looper / Sampling

[LIVE SET]

[MENU] Utility / Output / Aux In / USB Audio / Bluetooth / File / Factory Reset / Version

[F3] Setting → Trigger → Trig In → Foot Sw2

A hi-hat cymbal Trigger tone can be generated by pressing a separately sold foot switch (pedal) connected to the [FOOT SW2] jack.

Page 1/2

Parameter	Description	Setting	Default Value
Type	This selects the model connected to the [FOOT SW2] jack.	FC3A, FC4A/5, FC7, HH40, HH65, RHH135	Setting value in Scene (Trigger)
HH Trig In	Same as Foot Sw1 (Page 100).		
HH Pitch Up			
HH Clutch Pos			

Page 2/2

Parameter	Description	Setting	Default Value
Foot Close Pos	Same as Foot Sw1 (Page 100).		
Foot Close Vel			
Foot Splash Sens			

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

[F3] Setting → Kit

Used to specify a variety of settings related to electronic drum kits associated with the currently selected Scene.

[F3] Setting → Kit → Kit Volume

Parameter	Description	Setting	Default Value
Volume	Used to set the overall volume of the currently selected electronic drum kit. Consequently, it is balanced with the mic volume level ([MIC/TRIG] → [F3] Setting → Mic → Mic Volume).	0 – 127	Setting value in Scene (Kit)

[F3] Setting → Kit → Inst

Used to set various settings for Insts assigned to each pad (each Trigger Input) for the currently selected Scene. Select the pad and then configure respective settings.
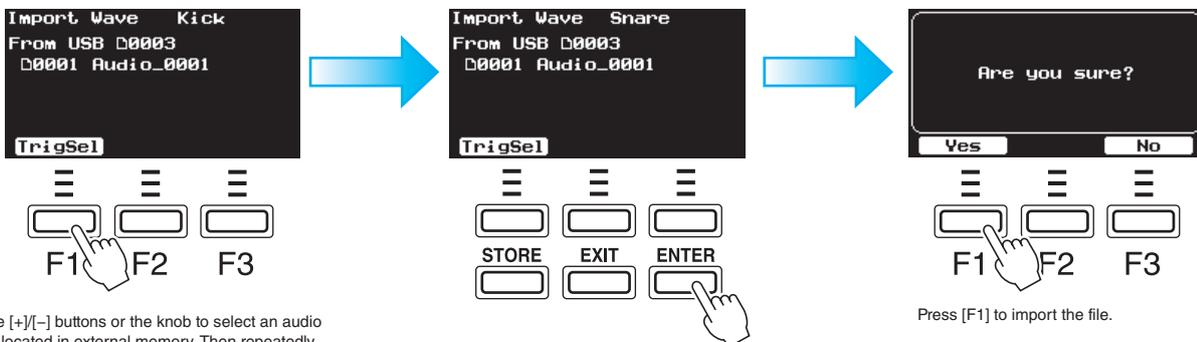
NOTE

For more information about Trigger Inputs, refer to Pages 16 to 20.

[F3] Setting → Kit → Inst → Inst

Used to specify basic settings, such as selecting the Insts for assigning to respective Trigger Inputs (respective pads).

Page 1/4

Parameter	Description	Setting	Default Value
On/Off	Sets whether to produce a Trigger sound (On) or not (Off) for each Trigger Input (each pad). When [TRIG] is On in the lower left area of the panel, the setting can be changed using buttons 1 to 5 in the bottom center area of the panel.	Off, On	Always set to "On" for Preset Scenes (Kit).
Category	Selects the category for Insts assigned to respective Trigger Inputs (respective pads). NOTE Selecting the Inst category automatically optimizes the Tuning, Size, Muffling, Sustain, and Decay settings.	Refer to the Data List	Setting value in Scene (Kit)
Number	Selects the numbers for Insts assigned to respective Trigger Inputs (respective pads).	Refer to the Data List	
Import Wave	Imports audio files used as Insts from a USB flash drive or SD card.	Refer to the Data List	

Use [+]/[−] buttons or the knob to select an audio file located in external memory. Then repeatedly press the [F1] TrigSel button to select the Trigger Input to assign to that audio file.

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Press [F1] to import the file.

Setting Parameters

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Parameter	Description	Setting	Default Value
Volume	Sets the volume for Insts assigned to respective Trigger Inputs (respective pads). Adjusted to balance the volume between different Insts within the same kit.	0 – 127	Setting value in Scene (Kit)
Pan	Sets the position (pan) of Insts assigned to respective Trigger Inputs (respective pads).	L63 – C – R63	
Phase	For each Inst assigned to each Trigger Input (each Pad), this sets whether to invert the phase (On) or not (Off) when it sounds.	Off, On	
Delay	Sets the delay for Insts assigned to respective Trigger Inputs (respective pads).	0 ms – 0.1 ms – 10.0 ms	

Page 3/4 (The parameters displayed will change depending on the Inst category.)

Parameter	Description	Setting	Default Value
Tuning	Sets the pitch in 25-cent units for Insts assigned to respective Trigger Inputs (respective pads). 0.01 corresponds to 1 cent. **NOTE** Cents are units of pitch equivalent to one hundredth of a semitone (half-tone). (100 cents = 1 semitone)	–12.00 – 0.00 – +12.00	Setting value in Scene (Kit)
Size	This sets the cymbal size effect for Insts assigned to respective Trigger Inputs (respective pads).	–32 – 0 – +32	
Attack	Sets the time required for Inst volume to reach the maximum level after a pad is hit, for Insts assigned to respective Trigger Inputs (respective pads).	–64 – 0 – +63	
Muffling	Sets the muffling level (head muting level) for Insts assigned to respective Trigger Inputs (respective pads).	0 – +16	
Sustain	Sets the cymbal sustain effect for Insts assigned to respective Trigger Inputs (respective pads).	–32 – 0	
Decay	Sets the time required for maximum volume to attenuate for Insts assigned to respective Trigger Inputs (respective pads).	–16 – 0	

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Parameter	Description	Setting	Default Value
Gate	Turns the gate function On/Off for each Trigger Input. The "gate" function shuts off sound when it drops below a specified volume value. Normally, the gate is left "open" when Off and "closed" when On. It is used to prevent overlapping of live drum mics or to filter the lingering sound of tom or snare drums in order to adjust sound duration.	Off, On	Setting value in Scene (Kit)
Gate Threshold	For each Trigger Input, this sets the threshold volume level for cutting off input sounds (closing the gate). The gate will begin closing when the sound drops below this setting value.	–73 dB – –30 dB	
Gate Hold	Once a gate is opened, this specifies the minimum time the gate is held open before it begins closing. Even if the volume drops below the threshold level the gate will remain closed until the specified time has elapsed, after which it will begin closing.	0 ms – 500 ms	
Gate Attack	This setting specifies how long after the gate starts opening (the volume starts gradually increasing) until the normal volume level is restored.	0.02 ms – 40 ms	
Gate Release	This setting specifies how long after the gate starts closing (volume starts decreasing) until the volume is fully muted.	10 ms – 680 ms	

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[F3] Setting → Kit → Inst → Inst EQ

This product offers 4 EQ (equalizer) bands and high-pass filters that can be applied to Trigger sounds. This screen is used to specify EQ-related settings individually for each Trigger Input. First, press the [F1] TrigSel button to select the Trigger Input, and then specify settings for respective parameters. After selecting the type and color settings on the first page, more detailed linked settings are set accordingly on the second and subsequent pages. After selecting the type and setting the color, more detailed adjustments can be made using detailed settings on the second and subsequent pages.

NOTE
- The Trigger Inputs to which the settings are applied are displayed in the upper right area of the screen.
- For more information about equalizers, refer to the diagrams on Page 25.

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Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply EQ (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Kit).
Type	Select the EQ type.	Refer to EQ Types.	Setting value in Scene (Kit)
Color	Sets the EQ levels applied.	−64 – 0 – +63	

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Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band.	32 Hz – 2.0 kHz	Setting value in Scene (Kit)
Low Gain	Sets the gain level for the EQ low frequency band.	−12 dB – 0 dB – +12 dB	
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	

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Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band.	100 Hz – 10.0 kHz	Setting value in Scene (Kit)
MidLow Gain	Sets the gain level for the EQ low-to-mid frequency band.	−12 dB – 0 dB – +12 dB	
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	

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Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ mid-to-high frequency band.	100 Hz – 10.0 kHz	Setting value in Scene (Kit)
MidHigh Gain	Sets the gain level for the EQ mid-to-high frequency band.	−12 dB – 0 dB – +12 dB	
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	

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Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band.	500 Hz – 16.0 kHz	Setting value in Scene (Kit)
High Gain	Sets the gain level for the EQ high frequency band.	–12 dB – 0 dB – +12 dB	
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band. If LPF is selected, the entire equalizer changes to functioning as a low-pass filter.	HighShelving, PeakDip, LPF	

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Parameter	Description	Setting	Default Value
HPF Freq	Specifies whether to filter or not filter (Thru) Inst sounds through a high-pass filter (HPF) (56 Hz – 2.0 kHz). Setting the 22 Hz – 2.0 kHz filter will cut frequencies lower than the applicable frequency.	Thru, 56 Hz – 2.0 kHz	Setting value in Scene (Kit)
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	

[F3] Setting → Kit → Inst → InstTranComp

Applies Transient Effects (attack or release effects) and Compressor Effects to Insts assigned to respective Trigger Inputs (respective pads). Switches both effects On/Off at the same time. On this screen, first press the [F1] TrigSel button to select the Trigger Input and then specify respective parameter settings. After selecting the type and specifying the depth setting on the first page, more detailed parameter settings are configured automatically on the second and subsequent pages. After selecting the type and setting the depth, more detailed adjustments can be made using detailed setting parameters on the second and subsequent pages.

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Parameter	Description	Setting	Default Value
On/Off	Simultaneously applies Transient Effects (attack or release effects) and Compressor Effects.	Off, On	Always set to "On" for Preset Scenes (Kit).
Type	Selects the Effect type for each Inst.	Refer to the Transient Compressor Type List	Setting value in Scene (Kit)
Depth	For each Inst, this sets the Effect level applied.	0 – 127	

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Parameter	Description	Setting	Default Value
Tran Attack	For each Inst, this adjusts the transient attack effect level.	–50 – 0 – +50	Setting value in Scene (Kit)
Tran Release	For each Inst, this adjusts the transient release effect level.	–50 – 0 – +50	
Tran Sensitivity	For each Inst, this sets the sensitivity with which transient effects are applied based on the hitting force.	1 – 6	

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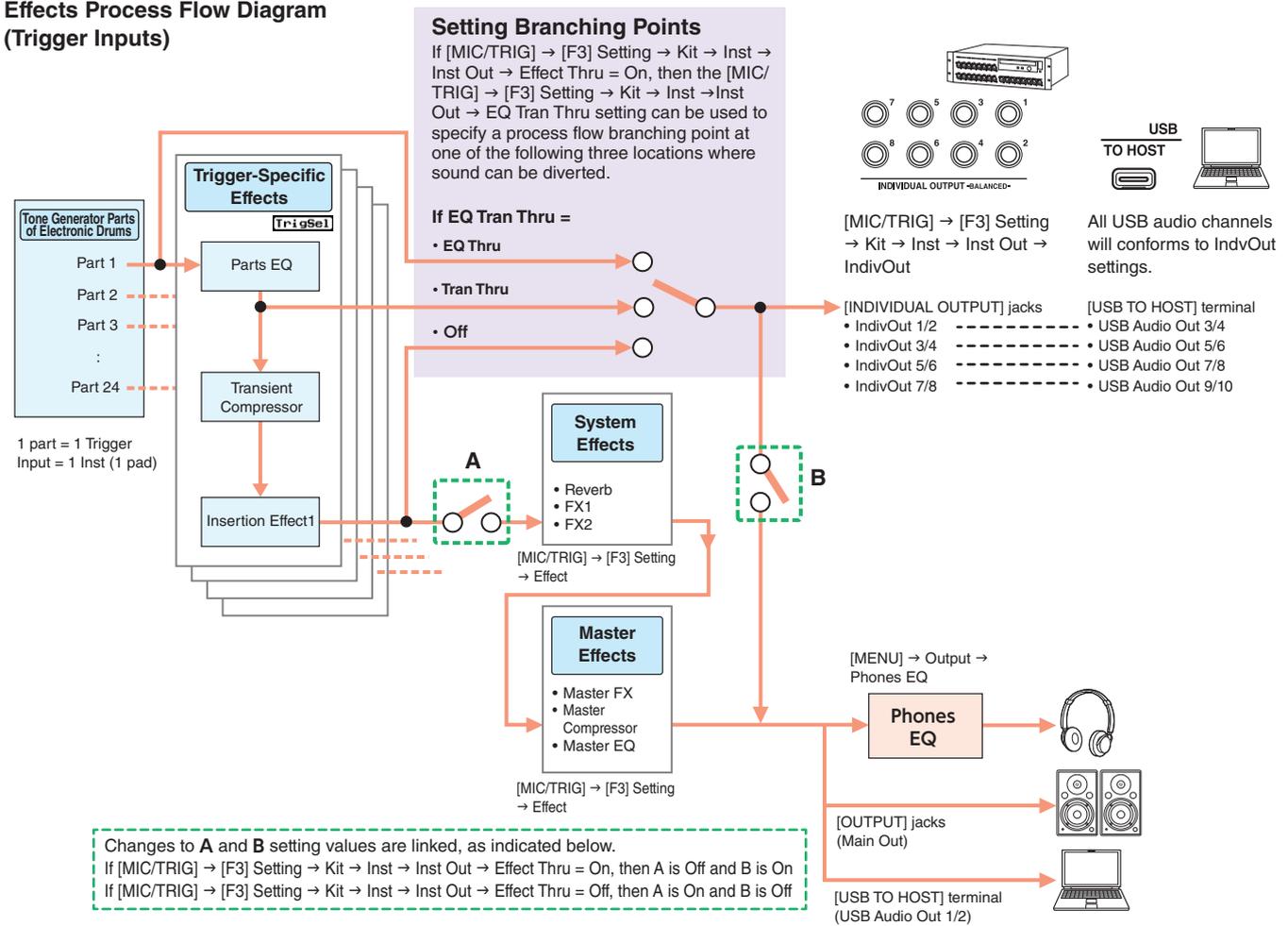Utility
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Parameter	Description	Setting	Default Value
Comp Threshold	For each Inst, this sets the level (threshold level) where Compressor Effects begin being applied.	–48 dB – 6 dB	Setting value in Scene (Kit)
Comp Ratio	For each Inst, this sets the compression ratio applied to volume levels above the Comp Threshold value.	1.0, 1.5, 2.0, 3.0, 4.0, 5.0, 7.0, 10.0, 20.0	
Comp Attack	For each Inst, this sets how long it takes, immediately after hitting, to reach maximum Compressor Effects.	1 ms – 40 ms	
Comp Release	For each Inst, this sets how long it takes for Compressor Effects to decrease from the maximum point to zero.	10 ms – 680 ms	
Comp Out Level	For each Inst, this specifies the Compressor output level.	–18.0 dB – 0.0 dB – +18.0 dB	

[F3] Setting → Kit → Inst → Inst Out

This sets the route for sending performance sounds from each electronic drum Inst to external outputs.

Effects Process Flow Diagram (Trigger Inputs)

Setting Branching Points

If [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst Out → Effect Thru = On, then the [MIC/TRIG] → [F3] Setting → Kit → Inst →Inst Out → EQ Tran Thru setting can be used to specify a process flow branching point at one of the following three locations where sound can be diverted.

If EQ Tran Thru =

• EQ Thru
• Tran Thru
• Off

[MIC/TRIG] → [F3] Setting → Kit → Inst → Inst Out → IndivOut

All USB audio channels will conforms to IndivOut settings.

[INDIVIDUAL OUTPUT] jacks	[USB TO HOST] terminal
• IndivOut 1/2	• USB Audio Out 3/4
• IndivOut 3/4	• USB Audio Out 5/6
• IndivOut 5/6	• USB Audio Out 7/8
• IndivOut 7/8	• USB Audio Out 9/10

Tone Generator Parts of Electronic Drums
Part 1
Part 2
Part 3
:
Part 24

1 part = 1 Trigger Input = 1 Inst (1 pad)

Trigger-Specific Effects
TrigSel
Parts EQ
Transient Compressor
Insertion Effect1

System Effects
• Reverb
• FX1
• FX2

[MIC/TRIG] → [F3] Setting → Effect

Master Effects
• Master FX
• Master Compressor
• Master EQ

[MIC/TRIG] → [F3] Setting → Effect

[MENU] → Output → Phones EQ

Phones EQ

[OUTPUT] jacks (Main Out)

[USB TO HOST] terminal (USB Audio Out 1/2)

Changes to **A** and **B** setting values are linked, as indicated below.
If [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst Out → Effect Thru = On, then A is Off and B is On
If [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst Out → Effect Thru = Off, then A is On and B is Off

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Parameter	Description	Setting	Default Value
EQ Tran Thru	Performance sounds from each electronic drum Inst (each Trigger Input) can be diverted part way through applying effects in order to bypass subsequent effects and be output. This sets that branching point. • Off: Branches before starting System Effects. • EQ Thru: Branches before starting part EQ. • Tran Thru: Branches before starting Transient Compressor.	Off, EQ Thru, Tran Thru	Always set to "Off" for Preset Scenes (Kit).
Effect Thru	This specifies whether to send performance sounds from each electronic drum Inst (each Trigger Input) through the System Effects and Master Effects sections (Off) or not (On). If On is selected, sound from the branching point selected by EQ Tran Thru is routed to a point after the Master Effects section.	Off, On	
Main Out	This is only displayed if the Effect Through setting is On. This individually sets whether sound from the branching point selected in EQ Tran Thru is output from an [OUTPUT] jack (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Kit).
Phones Out	This is only displayed if the Effect Through setting is On. This individually sets whether sound from the branching point selected in EQ Tran Thru is output from an [PHONES] jack (On) or not (Off).	Off, On	
USB Audio Out 1/2	This is only displayed if the Effect Through setting is On. This individually sets whether sound from the branching point selected in EQ Tran Thru is output from an [USB TO HOST] terminal (On) or not (Off).	Off, On	

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Parameter	Description	Setting	Default Value
IndivOut	Performance sounds from each electronic drum Inst (each Trigger Input) can be diverted at a branching point in the effects process flow diagram and output separately for each jack or channel. This sets the INDIVIDUAL jack location for outputting performance sounds from each electronic drum Inst. **NOTE** Because IndivOut1–8 are linked to USB Audio Out3–10, these settings also automatically determined the output location for USB Audio Out3–10. For example, if Mic1 = L1 + R2 is specified, then Mic1 sound is output to a computer or other device via USB Audio 3/4 ports.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8 * For a description of respective setting values, refer to the table at the bottom of page Page 93.	Always set to "Off" for Preset Scenes (Kit).
IndivOut Vol	This adjusts the volume of each electronic drum Inst (each Trigger Input) in performance sounds output from branching points (Page 106) in the effects process flow diagram. If Variable is specified, the volume is linked to [MIC/TRIG] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Kit).

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[F3] Setting → Kit → Voice

For this product, 4 layers are available for each Trigger Input Source (each zone). By assigning a Voice to respective layers, multiple Voices can be overlaid to create a heavier sound. This sets the Voice assigned to respective layers or settings for other related parameters.

[F3] Setting → Kit → Voice → Voice

This specifies settings that directly affect performances, such as the assignment of Voices to respective layers or how Voices for respective layers are layered.

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Parameter	Description	Setting	Default Value
Category	This selects the category for Voices assigned to respective layers.	Refer to the Voice List	Setting value in Scene (Kit)
Number	This selects the Voice number for Voices assigned to respective layers.	Refer to the Voice List	

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Parameter	Description	Setting	Default Value
Volume	Sets the volume of the Voices assigned to respective layers.	0 – 127	Setting value in Scene (Kit)
Pan	This sets the position (pan) of Voices assigned to respective layers.	L63 – C – R63	

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Parameter	Description	Setting	Default Value
Tuning	This is used to tune Voices assigned to respective layers.	−24.0 – 0.0 – +24.0	Setting value in Scene (Kit)
Attack	Sets the attack speed (speed from when a pad is hit until it reaches its maximum expression level) for Voices assigned to respective layers. The smaller the setting value, the slower the increase in sound (attack).	−64 – 0 – +63	
Decay	Sets the decay time (speed for the maximum expression level to decay to no sound) for Voices assigned to respective layers. The larger the setting value, the faster the sound decreases.	−64 – 0	
Cutoff	Sets the cutoff frequency for filters applied to Voices assigned to respective layers.	−64 – 0 – +63	
Resonance	Sets the Q factor (filter resonance) for filters applied to Voices assigned to respective layers. Increases the signal near the Filter Cutoff Frequency adding character to the sound.	−64 – 0 – +63	

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Parameter	Description	Setting	Default Value
Mono/Poly	For each layer, this specifies how sound is produced in response to successive pad hits. When the same pad is hit successively, the "Mono" setting causes sounds produced from later hits to mute the sounds produced earlier. The Poly setting sustains previously produced sounds to the end instead of muting them.	Mono, Poly	Setting value in Scene (Kit)
Choke Send	For each layer, this specifies whether to send mute instructions for the choke technique (1 – 64) or not (Off). If set within the 1 – 64 range, then when a sound is expressed, the Voice (layer) with the same number as specified for the Choke Receive function is muted.	Off, 1 – 64	
Choke Receive	For each layer, this specifies whether to receive mute instructions for the choke technique (1 – 64) or not (Off). If set within the 1 – 64 range, then the Voice (layer) with the same number as specified for the Choke Send function is muted.	Off, 1 – 64	
Humanize	For each layer, this specifies whether to create a natural variation in sounds from successively hitting the same pad (to avoid an excessively uniform sound) (On) or not (Off).	Off, On	
Fixed Velocity	For each layer, this specifies whether to set a fixed volume level for expressing each Voice (1 – 127) or to vary the volume based on how hard the pad is hit (Off).	Off, 1 – 127	

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Parameter	Description	Setting	Default Value
Hold Mode	For each Voice, this sets how sound is played back when pads are hit. **On:** Striking the pad plays the sounds repeatedly in a loop, and striking the pad again stops the sound. MIDI Key On and Key Off messages are output alternately each time the pad is hit. **Off:** With this setting, the pad plays one-shot sounds. A MIDI Note On message is sent when a pad is hit, and the corresponding Note Off message is sent automatically after the gate time has elapsed.	Off, On	Setting value in Scene (Kit)
Layer Mode	This sets how Voices registered for each layer are expressed. **Stack:** This plays all Voices registered to layers simultaneously when the pad is hit. **Alt:** This plays all Voices registered to layers in sequential order each time the pad is hit.	Stack, Alt	

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Parameter	Description	Setting	Default Value
Velocity Limit Low Velocity Limit High	This sets the response force (velocity) range for pad hits in the currently selected layer.	1 – 127	Setting value in Scene (Kit)
Velocity Fade Low Velocity Fade High	This sets the degree to which the volume level gradually fades in/out in response to the force of each hit at either end of the velocity limit. The higher the value, the greater the degree of fade-in/fade-out. At the left end of the graph, where VelLimitLo = 0, the volume level gradually fades in response to the force of each hit. At the right end of the graph, where VelLimitHi = 0, the volume level fades out in response to the force of each hit.	0 – 127	

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[F3] Setting → Kit → Voice → Voice MIDI

This specifies pad settings related to MIDI messages for respective layers A to D.
Press the [F1] TrigSel button to select the Trigger Input Source and layer before specifying corresponding settings.

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Parameter	Description	Setting	Default Value
Note Num 1–4	Sets the MIDI notes and channels output when the applicable pad is hit. Up to four MIDI notes can be assigned to each layer for output. In addition, when the MIDI note and channel are received for Note 1 of Layer A, it assumes the Trigger signal was emitted from the corresponding Trigger Input Source. **NOTE** If Global is specified, the channel number is set by the [MENU] → Utility → MIDI Global Channel value.	Off, 0 – 127	For Preset Scenes (Kit), refer to "MIDI Note Map."
Note Ch 1 – 4		Global, 1 – 16	Always set to "Global" for Preset Scenes (Kit)

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Parameter	Description	Setting	Default Value
Note Port	This sets the MIDI port for Note Ch 1 – 4. If the port is set to "2," notes are not output from the [MIDI OUT] terminal. **NOTE** If Global is specified, the port number is set by the [MENU] → Utility → MIDI Global Port value.	Global, 1 – 2	Always set to "Global" for Preset Scenes (Kit)
Note Gate Time	This sets the time it takes for MIDI output when the pad is hit to switch the setting from Note On to Note Off.	0.0 s – 9.9 s	Always set to "0.3 s" for Preset Scenes (Kit).

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Parameter	Description	Setting	Default Value
CC Number Note	This product can send a control change message to an external device when a pad is hit. If control change numbers are specified for applicable pads, this setting outputs control change values based on how hard (velocity) the corresponding pad is hit.	Off, 0 – 127	Always set to "Off" for Preset Scenes (Kit).

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Parameter	Description	Setting	Default Value
CC Number Position	This product can send a control change message to an external device when a pad is hit. If control change numbers are specified here for applicable pads, then control change values are output based on the position where the corresponding pad is hit. MIDI sending functions in the following cases. • The Trigger Input Source is Foot1, F2, HH1, or HH2 (the beginning of the Trigger Input Source and layer A are used) • A pad type that supports the position detection function is being connected/selected ([MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Position = On). Furthermore, if the control change message for the number specified here is received, it will either result in operating the foot controller based on that value or detect the Voice position and play the corresponding Voice. MIDI receiving functions in the following cases. • The Trigger Input Source is Foot1, F2, HH1, or HH2. • A Voice that supports the position detection function is selected. **NOTE** For HH1 and HH2, the OpBw setting affects all Trigger Input Sources.	Off, 0 – 127	They are always set as indicated below for Preset Scenes (Kit). • Foot1Src Layer A: 4 • HH1OpBw Layer A: 4 • Other: Off
CC Channel	For each layer, this sets the MIDI channel for outputting control change messages. **NOTE** If Global is specified, the channel number is set by the [MENU] → Utility → MIDI Global Channel value.	Global, 1 – 16	Always set to "Global" for Preset Scenes (Kit)
CC Port	For each layer, this sets the MIDI port for outputting control change messages. If the port is set to "2," notes are not output from the [MIDI OUT] terminal. **NOTE** If Global is specified, the port number is set by the [MENU] → Utility MIDI Global Port value.	Global, 1 – 2	

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Parameter	Description	Setting	Default Value
CC Min Value	For each layer, this sets the minimum control change value applied when the pad is hit lightly. It is only enabled for MIDI sending.	0 – 127	Always set to "0" for Preset Scenes (Kit).
CC Max Value	For each layer, this sets the maximum control change value applied when a pad is hit hard. It is only enabled for MIDI sending.	0 – 127	Always set to "127" for Preset Scenes (Kit).

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[F3] Setting → Kit → Voice → Voice Func

In addition to playing Voices when a pad is hit, this setting can assign other functions to each Trigger Input Source, such as changing kit numbers or tempo values. Press the [F1] TrigSel button to select the Trigger Input Source before selecting the function to assign.

Selectable Functions		Description	Setting	Default Value
	Supplemental Parameter			
Off		No function is assigned.	—	—
Scene Select		Assigns a function that selects the specified Scene.		
	Scene Number	Specifies the Scene number.	P001 – P070, U001 – U200	Setting value in Scene (Function)
Scene Inc		Assigns a function that selects the next Scene.	—	—
Scene Dec		Assigns a function that selects the number immediately before the Scene.	—	—
Scene Toggle		Assigns a function that alternately switches between two Scenes, either Scene A or B.	—	—
	Scene Number A	Specifies the Scene number as A.	P001 – P070, U001 – U200	Setting value in Scene (Function)
	Scene Number B	Specifies the Scene number as B.	P001 – P070, U001 – U200	
Tempo Inc		Assigns a function that increases the tempo value.	—	—
	Value	Sets a tempo value to be added.	1 – 127	Setting value in Scene (Function)
Tempo Dec		Assigns a function that decreases the tempo value.	—	—
	Value	Sets a tempo value to be subtracted.	1 – 127	Setting value in Scene (Function)
Tempo Tap		Assigns a function that assigns a tempo setting based on the time interval between pad hits.	—	—
Tempo Control		Assigns a function for changing the tempo.	—	—
	Control Type	**Velocity:** Sets a tempo between the Min Value and Max Value, based on the hit force (velocity). **Volume:** Sets a tempo between the Min Value and Max Value, based on how far the FC7 foot controller is pressed. **Toggle:** Alternately switches between Min Value and Max Value for each hit. **Hold A:** Sets the tempo to the maximum value (Max Value) as long as the foot switch is pressed or when the pad is hit hard. It sets the tempo to the minimum value (Min Value) whenever the foot switch is not pressed or if the pad is hit lightly. **Hold B:** Opposite of Hold A.	Velocity, Volume, Toggle, Hold A, Hold B	Setting value in Scene (Function)
	Min Value	Sets the minimum tempo value for this function.	30.0 – 300.0	
	Max Value	Sets the maximum tempo value for this function.	30.0 – 300.0	

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Selectable Functions		Description	Setting	Default Value
	Supplemental Parameter			
Modifier Control		This assigns functionality for freely controlling the effects corresponding to the operations of the Modifier knobs on the left side of the panel.	—	—
	Control Type	**Velocity:** Sets the effect level between the Min Value and Max Value, based on how hard the pad is hit. **Volume:** Sets the effect level between the Min Value and Max Value, based on how far the FC7 foot controller is pressed. **Toggle:** Alternately switches between Min Value and Max Value for each hit. **Hold A:** Sets it to the maximum value (Max Value) as long as the foot switch is pressed or when the pad is hit hard. It sets it to the minimum value (Min Value) whenever the foot switch is not pressed or if the pad is hit lightly. **Hold B:** Opposite of Hold A.	Velocity, Volume, Toggle, Hold A, Hold B	Setting value in Scene (Function)
	Min Value	Sets the minimum value for effects by this function.	0 – 127	
	Max Value	Sets the maximum value for effects by this function.	0 – 127	
	Modifier1 – 6	Enables (with check mark) or disables (without check mark) this function for each knob.	For each parameter: • With check mark • Without check mark	
Mic/Trig Control		Assigns a function that switches each effect On/Off and each channel (mic input and Trigger sounds) On/Off.	—	—
	Control Type	Specifies method for switching control On/Off. **Toggle:** Toggles between switching each parameter On/Off, each time the pad is hit. **Hold A:** Sets it On as long as the foot switch is pressed and sets it to Off when not pressed. Switched On when the pad is hit with a velocity of 64 or higher and Off when hit with a velocity less than 64. **Hold B:** Opposite of Hold A.	Toggle, Hold A, Hold B	Setting value in Scene (Function)
	Reverb – Master EQ	For each effect block, this specifies whether or not to switch the effect On (with check mark) or Off (without check mark).	For each parameter: • With check mark • Without check mark	Setting value in Scene (Function)
	Mic1 – Mic5	For each mic jack, this specifies whether or not to switch the effect On (with check mark) or Off (without check mark).	For each parameter: • With check mark • Without check mark	
	Kick – Trig22	For each Trigger Input Source, this specifies whether or not to switch the effect On (with check mark) or Off (without check mark).	For each parameter: • With check mark • Without check mark	Always set to "Without check mark" for Preset Scenes (Function).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

Setting Parameters

Selectable Functions		Description	Setting	Default Value
	Supplemental Parameter			
Talk Control		For mic input settings, this assigns a function for switching to the talk mode or returning to the previous mode. ⚠ **CAUTION** **If the talk function is On, a variety of mic settings are changed to values for talking. In particular, the talk function will increase gain, so drum playing with talk set to On could cause unexpectedly high volumes. Be extra careful to avoid playing music with the talk setting On.**	—	—
	Control Type	**Toggle:** Switches to or from the talk mode each time the pad is hit. **Hold A:** Sets it to the talk mode as long as the foot switch is pressed and restores the previous mode (for playing music) whenever not pressed. Hitting the pad with a velocity of 64 or higher switches the control type to the talk mode and hitting it with a velocity less than 64 switches it back to the previous state (for playing music). **Hold B:** Opposite of Hold A.	Toggle, Hold A, Hold B	Setting value in Scene (Function)
	Mic Input	Selects which mic jack to switch to the talk mode.	Mic1 – 5	
Xstick Control		Assigns a function for switching the electronic drum pad Xstick mode On/Off ([MIC/TRIG] → Trigger → Trig In → Pad → Xstick On/Off).	—	—
	Control Type	**Toggle:** Toggles between switching the electronic drum Xstick function On/Off each time the pad is hit. **Hold A:** Sets the Xstick function On as long as the foot switch is pressed and turns it Off whenever it is not pressed. Hitting the pad with a velocity of 64 or higher turns this On and hitting it with a velocity less than 64 turns this Off. **Hold B:** Opposite of Hold A.	Toggle, Hold A, Hold B	Always set to "Toggle" for Preset Scenes (Function).
	Kick, Snare, Trig3–5	For each Trigger Input Source, this specifies whether or not to switch the Xstick effect On (with check mark) or Off (without check mark).	For each parameter: • With check mark • Without check mark	Setting value in Scene (Function)

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

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Setting Parameters

Selectable Functions		Description	Setting	Default Value
Supplemental Parameter				
Sound Off		This assigns a function that stops all electronic drum sounds (Voices) currently being played.	—	—
Click Start/Stop		Assigns a function for starting/stopping Click playback.	—	—
Recorder Control A		Assigns the following functions. • Function for starting/stopping recording by the Recorder • Function for starting Looper recording or starting playback • Function for starting/stopping recording by Sampling	—	—
Recorder Control B		Assigns the following functions. • Function for starting/stopping audio file playback by the Recorder. • Function for stopping Looper playback or clearing Looper data • Function for starting/stopping Sampling playback	—	—
Live Set Select		Assigns a function that selects the specified Live Set.	—	—
	Live Set Number	Specifies a Live Set number.	U01 – U50	Setting value in Scene (Function)
Live Set Inc		Assigns a function that selects the next Live Set number.	—	—
Live Set Dec		Assigns a function that selects the previous Live Set number.	—	—
Live Set Step Select		Assigns a function that selects the specified Live Set step.	—	—
	Live Set Step Number	Specifies a Live Set Step number.	S01 – S50	Setting value in Scene (Function)
Live Set Step Inc		Assigns a function that selects the next step number for the current Live Set.	—	—
Live Set Step Dec		Assigns a function that selects the previous step number for the current Live Set.	—	—

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]

Mic

Trigger

Kit

Effect

[CLICK]

[RECORDER]

Recorder

Looper

Sampling

[LIVE SET]

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[F3] Setting → Kit → User Voice

In addition to Voices included internally for Trigger sounds (electronic sounds produced based on Trigger signals), User Voices can also be used by loading an external audio file.

NOTE

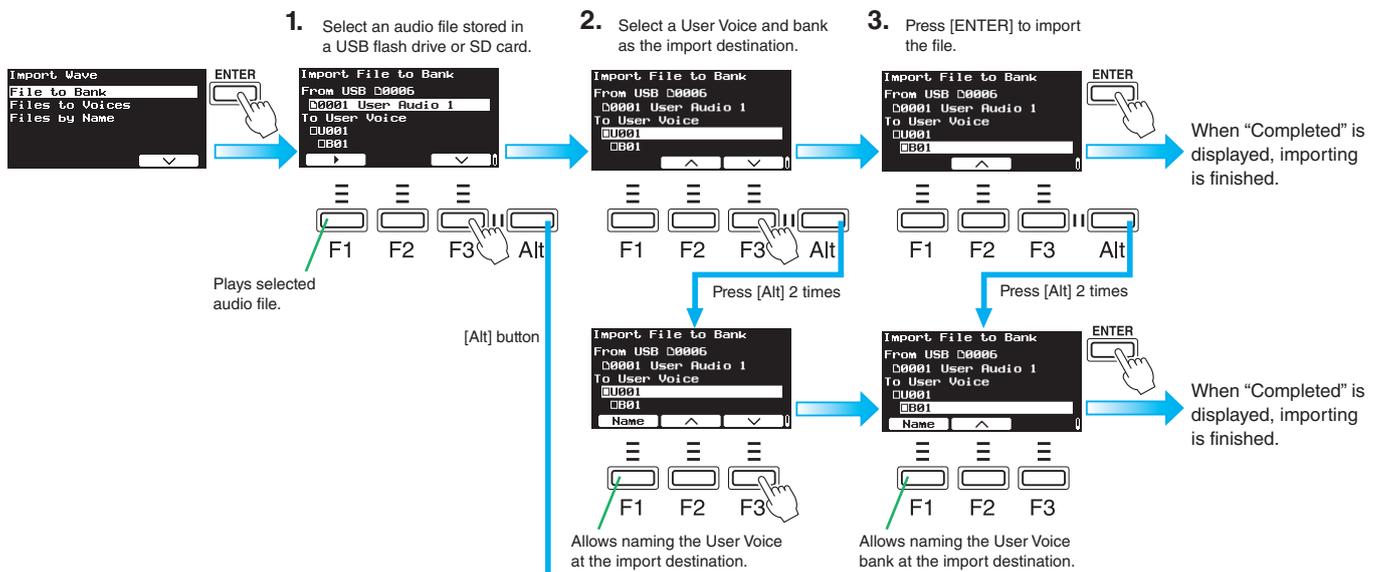For more information about the memory configuration for user-defined Voices, refer to .

Parameter	Description
Import Wave	This is used to load audio files and assign them to a User Voice. For more information, refer to the following.
Edit Velocity Limit L/H	This sets how waveforms are sounded for each User Voice. Each User Voice is composed of 10 wave banks, with waveforms from the corresponding bank sounded within the specified velocity range. For operating instructions, refer to the following.
Sort Wave	This is used to freely change the order of waves within the User Voice. For operating instructions, refer to "Basic Operations" on Page 51.
Delete Wave	This deletes waves imported to this product.
WaveMem Info	This displays the usage status of wave memory to which wave is imported.

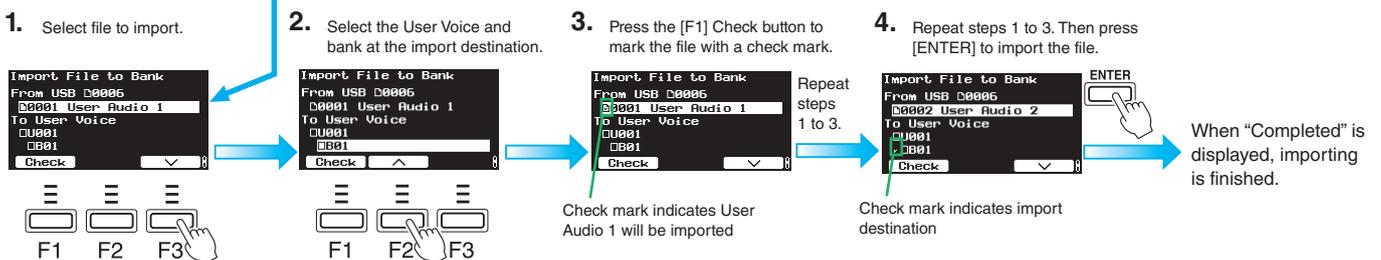## ■ Import Wave (Importing External Audio Files into this product)

File to Bank (Importing User Voices into a Bank)

● Importing 1 File into 1 Bank

The following describes importing one audio file into one bank.

1. Select an audio file stored in a USB flash drive or SD card.

Plays selected audio file.

[Alt] button

2. Select a User Voice and bank as the import destination.

Press [Alt] 2 times

Allows naming the User Voice at the import destination.

3. Press [ENTER] to import the file.

When "Completed" is displayed, importing is finished.

Press [Alt] 2 times

Allows naming the User Voice bank at the import destination.

When "Completed" is displayed, importing is finished.

● Importing Multiple Files to Multiple Banks at the Same Time

1. Select file to import.

2. Select the User Voice and bank at the import destination.

3. Press the [F1] Check button to mark the file with a check mark.

Repeat steps 1 to 3.

Check mark indicates User Audio 1 will be imported

4. Repeat steps 1 to 3. Then press [ENTER] to import the file.

Check mark indicates import destination

When "Completed" is displayed, importing is finished.

■ Import Wave (Importing External Audio Files into this product)

Files to Voices (Importing Files into Voices)

This successively loads all audio files in the root directory of external memory (USB flash drive or SD card), in a sorted state, into empty User Voices, one at a time, in ascending order of Voice number.

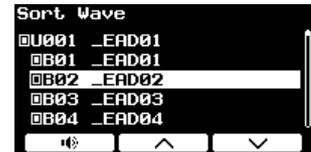When "Completed" is displayed, importing is finished.
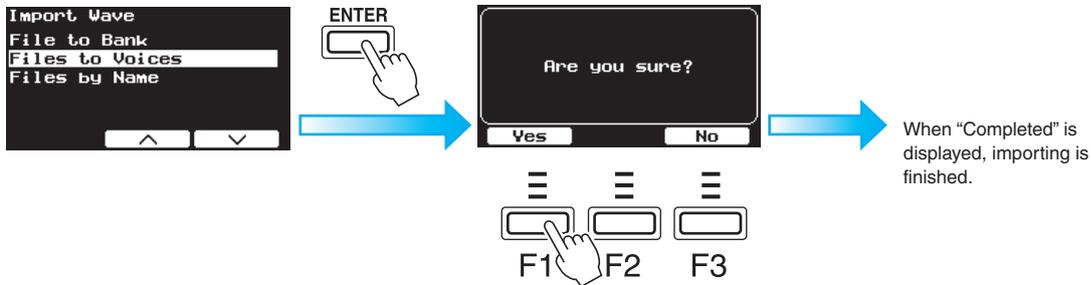
Files by Name (Successively Importing Files in File Name Order)

By preparing audio file names in advance, audio files can be imported as desired with a single press of a button.
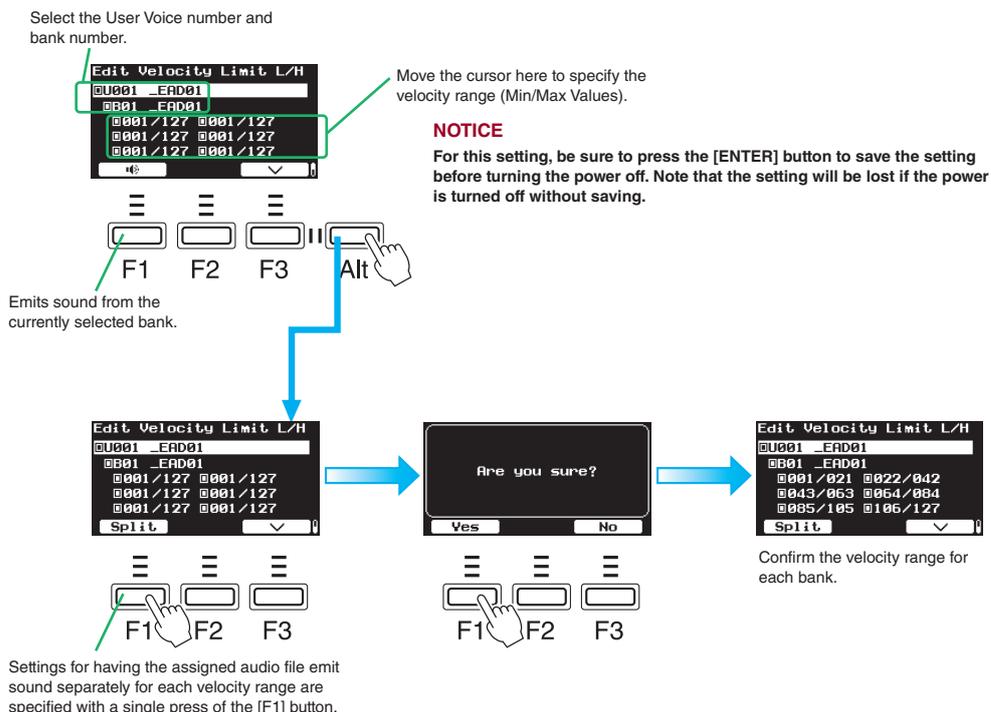
1. Prepare the audio file names, such as by using a computer. For example, to import User Voice 001 to banks 01 to 06, name files as follows.

- 00101_EAD01
- 00102_EAD02
- 00103_EAD03
- 00104_EAD04
- 00105_EAD05
- 00106_EAD06

2. Connect the USB flash drive or SD card, which contains the files prepared in step 1, to this product.

3. Display the following screen.
[MIC/TRIG] → [F3] Setting → Kit → User Voice → Import Wave → Files by Name

4. When the [ENTER] button is pressed and the "Now importing…" button is displayed, importing is finished.

5. Check the import status on the following screen.
[MIC/TRIG] → [F3] Setting → Kit → User Voice → Sort Wave

■ Edit Velocity Limit L/H (Setting the Velocity Range for Each Bank)

Set the following individually for each bank.

Select the User Voice number and bank number.

Move the cursor here to specify the velocity range (Min/Max Values).

NOTICE
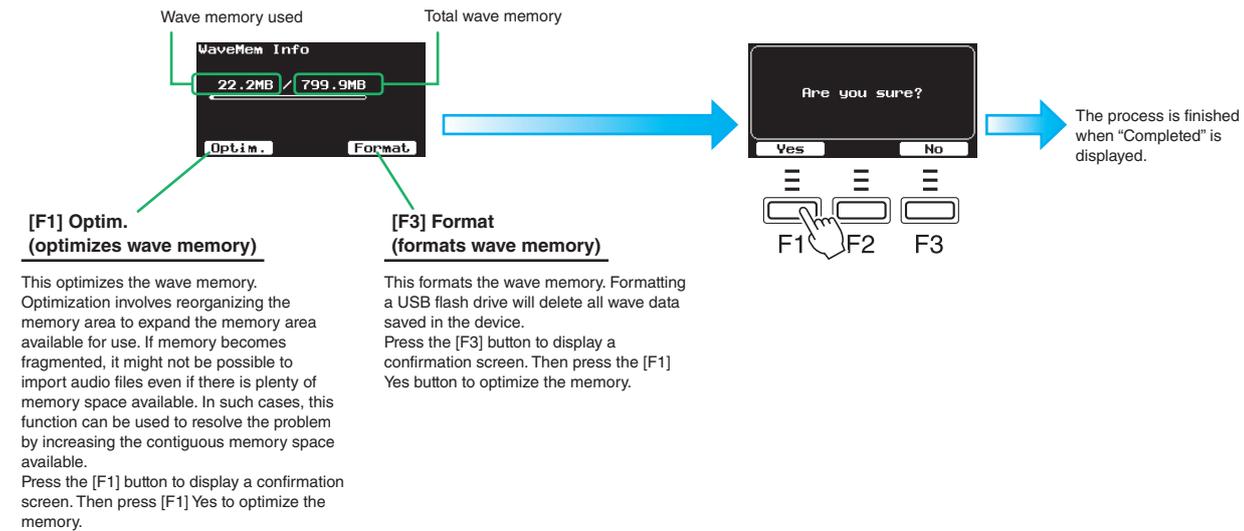**For this setting, be sure to press the [ENTER] button to save the setting before turning the power off. Note that the setting will be lost if the power is turned off without saving.**

Emits sound from the currently selected bank.

Confirm the velocity range for each bank.

Settings for having the assigned audio file emit sound separately for each velocity range are specified with a single press of the [F1] button.

■ Delete Wave

Deletes entire banks of waves imported to this product.

1.
Select the User Voice using the [+]/[−] buttons or knob.

```
Delete Wave
▣U001 00101_EAD01
▣B01 00101_EAD01
 ▣▣▣□□□□□□□□
        ◁»          ∨
```

F1   F2   F3

User Voices

2.
Use the [F3] button to move the cursor to the bank row.

```
Delete Wave
▣U001 00101_EAD01
▣B01 00101_EAD01
 ▣▣□□□□□□□□□
   ◁»     ∧    ∨
```

F1   F2   F3

Bank row

The wave file assigned to the bank corresponding to the cursor position can be heard.

3.
Use the [F2] and [F3] buttons to move the cursor to the bank to be deleted.

```
Delete Wave
▣U001 00101_EAD01
▣B03 00103_EAD03
 ▣▣□□□□□□□□□
   ◁»     ∧
```

F1   F2   F3

ENTER

4.
Press the [F1] Yes button to delete the bank.

```
Are you sure?

Yes          No
```

F1   F2   F3

The process is finished when "Completed" is displayed.

■ WaveMem Info (Wave Memory Usage Status)

Wave memory used   Total wave memory

```
WaveMem Info

22.2MB / 799.9MB

Optim.        Format
```

**[F1] Optim.
(optimizes wave memory)**

This optimizes the wave memory. Optimization involves reorganizing the memory area to expand the memory area available for use. If memory becomes fragmented, it might not be possible to import audio files even if there is plenty of memory space available. In such cases, this function can be used to resolve the problem by increasing the contiguous memory space available.
Press the [F1] button to display a confirmation screen. Then press [F1] Yes to optimize the memory.

**[F3] Format
(formats wave memory)**

This formats the wave memory. Formatting a USB flash drive will delete all wave data saved in the device.
Press the [F3] button to display a confirmation screen. Then press the [F1] Yes button to optimize the memory.

```
Are you sure?

Yes          No
```

F1   F2   F3

The process is finished when "Completed" is displayed.

Modifier Knobs
LED Rotary Faders
[SCENE]
[MIC / TRIG]
Mic
Trigger
Kit
Effect
[CLICK]
[RECORDER]
Recorder
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[MENU]

[F3] Setting → Effect

This specifies settings for effects applied to Voices (tone generator parts) based on the sounds input via mic jacks and signals input from Trigger jacks. For more information about the effects process flow diagram, refer to Page 21, 92, and 106.

[F3] Setting → Effect → Reverb

This sets Reverb settings, one of three System Effects (Page 23) included in this product.

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Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply Reverb Effects (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Effect).
Category	Selects the Reverb type category.	Refer to the Effect Type List.	Setting value in Scene (Effect)
Type	Selects the Reverb type.	Refer to the Effect Type List.	
Send All	The specifies the Reverb level to send (send level) for all sound parts produced by this product.	0 – 127	

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Parameter	Description	Setting	Default Value
Send Mic	This sets the Reverb level to send (send level) for Reverb Effects at each jack for sounds input via mic jacks.	0 – 127	Setting value in Scene (Effect)
Send Mic Curve	For each jack, this selects the curve for determining whether to send Reverb Effects at send levels corresponding to the volume level of input sounds from mic jacks.	C1 – C7	
Send Trig	For each Trigger Input, this sets the level sent to Reverb effects for Voices (tone generator parts) sounded based on input signals from Trigger jacks.	0 – 127	
Send Trig Curve	For each Trigger Input, this selects the curve for determining whether to send Reverb Effects at send levels corresponding to input signal levels of Voices sounded based on input signals from Trigger jacks.	C1 – C7	

Page 3/4

Parameter	Description	Setting	Default Value
Return	This specifies the same return level for sound signals processed with Reverb Effects for all parts.	0 – 127	Setting value in Scene (Effect)
IndivOut	This can be used to individually output wet sounds generated with Reverb Effects. For this setting, the output destination is specified.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Always set to "Off" for Preset Scenes (Effect).
Return IndivOut	This sets the sound signal level that is output to output destinations specified above.	0 – 127	Always set to "0" for Preset Scenes (Effect).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]

Mic

Trigger

Kit

Effect

[CLICK]

[RECORDER]

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Page 4/4 and after

Parameter	Description	Setting	Default Value
Parameter Group (varies depending on Effect type)	This adjusts the various parameters associated with the current Reverb type.	Refer to the Effect Type List.	Setting value in Scene (Effect)

[F3] Setting → Effect → Real Ambi

This sets Real Ambi-related settings for each Trigger source. The setting is only enabled for Insts (Voices) assigned to Trigger sources that support Real Ambience (Page 13).

Parameter	Description	Setting	Default Value
On/Off	For Insts of kits included in the currently selected Scene and that support Real Ambience, this selects whether to use Real Ambience waveforms (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Effect).
Depth All	This sets the Real Ambience depth level uniformly for all Trigger Inputs.	0 – 127	Setting value in Scene (Effect)
Depth Trig	This sets the Real Ambience depth level for Voices sounded based on input signals from each Trigger Input.	0 – 127	
Depth Trig Curve	For each Trigger Input, this selects from 7 curve types for determining whether to apply a Real Ambience depth level corresponding to the input signal level.	C1 – C7	

[F3] Setting → Effect → FX1

This sets FX1 settings, one of three System Effects (Page 23) included in this product.

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Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply FX1 effects (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Effect).
Category	Selects the FX1 type category.	Refer to the Effect Type List.	Setting value in Scene (Effect)
Type	Selects the FX1 type.	Refer to the Effect Type List.	
Send All	The specifies the FX1 effect level to send (send level) for all sound parts produced by the product.	0 – 127	

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Parameter	Description	Setting	Default Value
Send Mic	This sets the FX1 effect level to send (send level) for sounds input via each mic jack.	0 – 127	Setting value in Scene (Effect)
Send Mic Curve	For each jack, this selects the curve for determining whether to send FX1 effects at send levels corresponding to the volume level of input sounds from mic jacks.	C1 – C7	
Send Trig	For each Trigger Input, this sets the level sent to FX1 effects for Voices sounded based on input signals from Trigger jacks.	0 – 127	
Send Trig Curve	For each Trigger Input, this selects the curve for determining whether to send FX1 effects at send levels corresponding to input signal levels of Voices sounded based on input signals from Trigger jacks.	C1 – C7	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
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Parameter	Description	Setting	Default Value
Send to Reverb	This specifies the same Reverb send level for all channels with sound processed with FX1 effects.	0 – 127	Setting value in Scene (Effect)
Return	This specifies the same return level for all channels with sound processed with FX1 effects.	0 – 127	
IndivOut	This can be used to individually output wet sounds generated with FX1 effects. For this setting, the output destination is specified.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Always set to "Off" for Preset Scenes (Effect).
Return IndivOut	This sets the sound signal level that is output to output destinations specified above.	0 – 127	Always set to "0" for Preset Scenes (Effect).

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Parameter	Description	Setting	Default Value
Parameter Group (varies depending on Effect type)	This adjusts various parameters associated with the current FX1 type.	Refer to the Effect Type List.	Setting value in Scene (Effect)

[F3] Setting → Effect → FX2

This sets FX2 settings, one of three System Effects (Page 23) included in this product.
Setting parameters are the same as on the following screen.
[F3] Setting → Effect → FX1

[F3] Setting → Effect → Dry

This specifies settings for sounds input from mic jacks or Trigger jacks that are not processed with System Effects (dry sounds).

Page 1/2

Parameter	Description	Setting	Default Value
On/Off	The "On" setting enables routes that do not process System Effects. The "Off" setting prevents producing a dry sound. (Equivalent to Level All = 0.)	Off, On	Always set to "On" for Preset Scenes (Effect).
Level All	For all input sound from the microphone jack and Trigger Input jacks, this sets the amount that will not be sent to the system effects. The "0" setting prevents producing a dry sound. (Equivalent to Dry = Off.)	0 – 127	Setting value in Scene (Effect)

Modifier Knobs

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[SCENE]

[MIC / TRIG]

Mic

Trigger

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Parameter	Description	Setting	Default Value
Level Mic	For the input sound from each microphone jack, this sets the dry level (the amount that does not process the System Effects).	0 – 127	Setting value in Scene (Effect)
Level Mic Curve	For the sound input from each microphone jack, this selects a curve that determines the dry level (the amount that does not process the System Effects) according to the volume.	C1 – C7	
Level Trig	For the Voice sound that is produced from the input signal from each Trigger Input jack, this sets the dry level (the amount that does not process the System Effects)	0 – 127	
Level Trig Curve	For the Voice sound that is produced from the input signal from each Trigger Input jack, this selects a curve that determines the dry level (the amount that does not process the System Effects) according to the volume.	C1 – C7	

[F3] Setting → Effect → Ins1 Mic

This product includes 2 blocks of Insertion Effects (Page 22) that can be applied to input sounds from mic jacks. This screen sets Insertion1 Effects settings individually for each jack.

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Parameter	Description	Setting	Default Value
On/Off	For each jack, this sets whether to apply Insertion Effect 1 effects to mic sounds (On) or not (Off). If Off, the effect is equivalent to Type = Thru.	Off, On	Always set to "On" for Preset Scenes (Effect).
Category	Selects the Effect type category for Insertion Effect 1.	Refer to the Effect Type List.	Setting value in Scene (Effect)
Type	Selects the Effect type for Insertion Effect 1.	Refer to the Effect Type List.	
Depth	Sets the degree to which the Effect is applied. Changing this value will automatically change some values in the parameter group.	0 – 127	

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Parameter	Description	Setting	Default Value
Parameter Group (varies depending on the insertion Effect type)	This adjusts the various parameter (setting) values associated with the current Insertion Effect 1 type.	Refer to the Effect Type List.	Setting value in Scene (Effect)

[F3] Setting → Effect → Ins2 Mic

This product includes 2 blocks of Insertion Effects (Page 22) that can be applied to input sounds from mic jacks. For each jack, this screen sets settings for Insertion2 Effects.
Setting parameters are the same as on the following screen.
[F3] Setting → Effect → Ins1 Mic

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LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
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[LIVE SET]

[MENU]
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[F3] Setting → Effect → Ins Trig

One system of Insertion Effects (Page 22) can be applied to Voices sounded based on input signals from Trigger jacks.

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Parameter	Description	Setting	Default Value
On/Off	For each Trigger Input, this sets whether to apply Insertion Effects to Voices sounded based on input signals from Trigger jacks (On) or not (Off). The "Off" setting is equivalent to Type = Thru.	Off, On	Always set to "On" for Preset Scenes (Effect).
Category	Selects the Effect type category for each Trigger Input.	Refer to the Effect Type List.	Setting value in Scene (Effect)
Type	Selects the Effect type for each Trigger Input.	Refer to the Effect Type List.	
Depth	For each Trigger Input, this specifies the degree to which Effects are applied.	0 – 127	

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Parameter	Description	Setting	Default Value
Parameter Group (varies depending on the insertion Effect type)	For each Trigger Input, this adjusts various parameters (settings) associated with the current Effect type.	Refer to the Effect Type List.	Setting value in Scene (Effect)

[F3] Setting → Effect → Master FX

Master Effects are applied uniformly to overall sounds produced by this product.

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Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply Master Effects (On) or not (Off). The "Off" setting is equivalent to Type = Thru.	Off, On	Always set to "On" for Preset Scenes (Effect).
Category	Selects the Master Effect type category.	Refer to the Effect Type List.	Setting value in Scene (Effect)
Type	Selects the Master Effect type.	Refer to the Effect Type List.	
Depth	Sets the degree (depth) to which Master Effects are applied.	0 – 127	

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Parameter	Description	Setting	Default Value
Depth Curve	This selects the curve used to determine the depth of Master Effects based on the overall sound level.	C1 – C7	Setting value in Scene (Effect)

Page 3/3

Parameter	Description	Setting	Default Value
Parameter Group (varies depending on Effect type)	This adjusts various parameters (settings) associated with the current Effect type.	Refer to the Effect Type List.	Setting value in Scene (Effect)

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

[F3] Setting → Effect → Master Comp

This Compressor is applied uniformly to overall sounds produced by this product.

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Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply Master Compressor (On) or not (Off). The "Off" setting is equivalent to Type = Thru.	Off, On	Always set to "On" for Preset Scenes (Effect).
Category	Selects the Master Compressor type category.	Refer to the Effect Type List.	Setting value in Scene (Effect)
Type	Selects the Master Compressor type.	Refer to the Effect Type List.	
Depth	Sets the degree (depth) to which Master Compressor is applied.	0 – 127	

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Parameter	Description	Setting	Default Value
Depth Curve	This selects the curve used to determine the depth of Master Compressor applied based on the overall sound level.	C1 – C7	Setting value in Scene (Effect)

Page 3/3

Parameter	Description	Setting	Default Value
Parameter Group (varies depending on Effect type)	This adjusts various parameters (settings) associated with the current compressor type.	Refer to the Effect Type List.	Setting value in Scene (Effect)

[F3] Setting → Effect → Master EQ

This 5-band Equalizers (EQ) are applied uniformly to the overall sound of this product.

> **NOTE**
>
> For more information about equalizers (EQ), refer to the diagrams on .

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Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply Master EQ (On) or not (Off). The "Off" setting is equivalent to Type = Thru. This product does not provide a type for Master EQ, so respective parameter settings must be adjusted to finish refining the desired sound.	Off, On	Always set to "On" for Preset Scenes (Effect).

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Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band.	32 Hz – 2.0 kHz	Setting value in Scene (Effect)
Low Gain	Sets the gain level for the EQ low frequency band.	–12 dB – 0 dB – +12 dB	
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	

Setting Parameters

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Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band.	100 Hz – 10.0 kHz	Setting value in Scene (Effect)
MidLow Gain	Sets the gain level for the EQ low-to-mid frequency band.	–12 dB – 0 dB – +12 dB	
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	

Page 4/6

Parameter	Description	Setting	Default Value
Mid Freq	This sets the midpoint of the EQ middle frequency band.	100 Hz – 10.0 kHz	Setting value in Scene (Effect)
Mid Gain	Sets the gain level for the EQ middle frequency band.	–12 dB – 0 dB – +12 dB	
Mid Q	This sets the Q factor (frequency characteristics) for the EQ middle frequency band.	0.1 – 12.0	

Page 5/6

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ mid-to-high frequency band.	100 Hz – 10.0 kHz	Setting value in Scene (Effect)
MidHigh Gain	Sets the gain level for the EQ mid-to-high frequency band.	–12 dB – 0 dB – +12 dB	
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	

Page 6/6

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band.	500 Hz – 16.0 kHz	Setting value in Scene (Effect)
High Gain	Sets the gain level for the EQ high frequency band.	–12 dB – 0 dB – +12 dB	
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band.	HighShelving, PeakDip	

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]

USB Audio

Bluetooth

File

Factory Reset

Version

[F3] Setting → Effect → Effect Out

This sets how to output performance sounds after processing with System and Master Effects.

Parameter	Description	Setting	Default Value
Main Out	Selects whether to output performance sounds processed with System and Master Effects from the [OUTPUT] jacks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Effect).
Phones Out	Selects whether to output performance sounds processed with System and Master Effects from the [PHONES] jacks (On) or not (Off).	Off, On	
USB Audio Out1/2	Selects whether to output performance sounds processed with System and Master Effects from the [USB TO HOST] terminal (On) or not (Off).	Off, On	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

[CLICK] `CLICK`

This screen is used to playback click sounds or specify related settings.
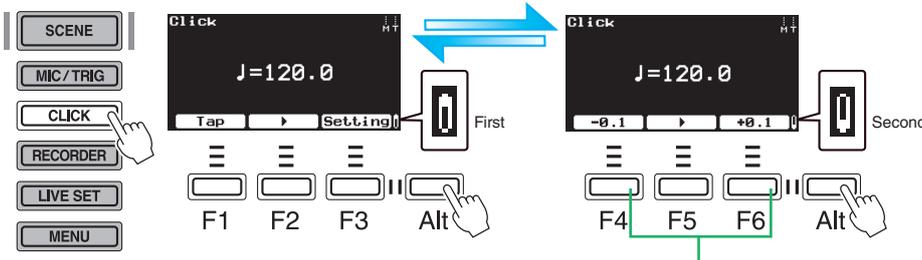
These increase/decrease tempo values in 0.1 BPM steps. The [+]/[−] buttons or knob increase/decrease the tempo in 1 BPM steps.

Setting the Tempo, Playing, and Stopping Clicks

While Clicking is stopped

While Clicking is being played

While Clicking is stopped (timer is set)

While Clicking is being played (timer is set)

Timer display for setting set on the following screen. [CLICK] → [F3] Setting → Click → Timer

Counts down as a timer.

Extends the timer setting by 30 seconds.

[+]/[−] Buttons and Knob

Click tempo (BPM) values are set in units of 1.
Setting range: 30.0 to 300.0
Default value: Tempo value registered in Scene

[F4] [F6]

Click tempo (BPM) values are set in units of 0.1.

[F1] Tap

This sets the tempo value (BPM) by pressing the [F1] button or hitting an electronic drum pad at any desired tempo. By pressing the button or hitting the pad in time with the beat of a song or phrase, the Clicks set the desired tempo.

3. When 3 or more seconds elapse after the [F1] button or pad was last tapped, the tempo value is applied and the screen returns to displaying the previous screen. Pressing the [EXIT] button before 3 seconds elapse restores the previous screen and applies the new tempo setting.

1. Pressing the [F1] button switches the corresponding [F1] button to an icon specifically for tapping.

2. Tapping the [F1] button at least 3 times sets the tempo value based on the time interval between taps.

The corresponding icon displayed for the [F1] button changes each time the [F1] button is pressed or the pad is hit.

NOTE
Separately from the above operation, tempo (BPM) values can also be set by tapping the pad corresponding to the Trigger Input Source specified on the following screen. That method is enabled even when a screen unrelated to Clicking is displayed.

[MIC/TRIG] → [F3] Setting → Kit → Voice → Voice Func → Tempo Tap

[F2] [F5] ▶ ■

This starts or stops playing Click sounds.

NOTE
By hitting a pad, Clicks can be played or stopped even when the Click screen is not displayed. Settings are configured with the following screen.

[MIC/TRIG] → [F3] Setting → Kit → Voice → Voice Func → Click Start/Stop

Click Settings

[F3] Setting

This displays the screen for specifying a variety of Click-related settings.

[F3] Setting → Click

Used to specify Click sound settings.

Page 1/4

Parameter	Description	Setting	Default Value
Volume	Sets the Click volume.	0 – 127	Always set to "100" for Preset Scenes (Click).
Voice Set	This selects the Click Voice.	Metronome1, Metronome2, Claves, Cowbell, Shaker, Stick	Always set to "Metronome1" for Preset Scenes (Click).
Beat	Sets the beat (and whether to and how often to include accented beats).	1/4 – 16/4, 1/8 – 16/8, 1/16 – 16/16	Always set to "4/4" for Preset Scenes (Click).
Human Voice	This function counts the beat with a human Voice during Click playback. For example, if set to 4 beats, setting this to "1" results in repeating "1, 2, 3, 4", whereas setting this to "2" results in repeating the pattern "1, 2, 3, 4" → "2, 2, 3, 4" → "3, 2, 3, 4" → "4, 2, 3, 4".	Off, 1, 2	Always set to "Off" for Preset Scenes (Click).
Human Volume	This sets the volume of the human Voice.	0 – 127	Always set to "100" for Preset Scenes (Click).

Page 2/4

Parameter	Description	Setting	Default Value
Timer	Sets the playback time of Clicks in 30-second increments, which can be used as a timer. The timer is useful when practicing for a specified time. The setting specified here is displayed below the tempo value in the top Click screen. When the Click is started, "+30 sec" is displayed for the [F3] button, which increases the timer value by 30 seconds each time it is pressed.	Off, 00:30 – 60:00	Always set to "Off" for Preset Scenes (Click).
Count Off	This can be used to play Clicks for counting beats before actually starting to play. In that case, either "1" or "2" can be specified. If set to "1", Clicks are played back for one measure and then stop. If set to "2", Clicks are played back for two measures and then stop. To continue Click playback until the stop operation is executed, set this to "Off".	Off, 1, 2	

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

[MENU]

Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

Setting Parameters

Parameter	Description	Setting	Default Value
Recorder Sync	This specifies whether to synchronize Clicks with audio file playback using the Recorder function (On) or not (Off). If set to "On", Clicks are synchronized with audio files as soon as playback is started. That also requires separately setting a tempo that matches the audio file, using the Offset Time function to adjust the playback start timing, and setting a Pre Count value.	Off, On	Always set to "Off" for Preset Scenes (Click).
Pre Count	This is only enabled when Recorder Sync = On. It specifies the number of pre-count measures played back before starting audio file playback. If set to "Off", no pre-count is played back. If set to "1" or "2", audio file playback starts after Click playback for 1 or 2 measures, and Click playback continues. If set to "1 (Stop)" or "2 (Stop)", audio file playback starts after Click playback for 1 or 2 measures and then Click playback stops.	Off, 1, 1 (Stop), 2, 2 (Stop)	
Offset Time	This is only enabled when Recorder Sync = On. When using the Recorder function to synchronize Clicks with an audio file (the point it actually starts playback), this sets how long to offset the start time. By specifying the time between the beginning of the audio file and the first beat from which playback actually starts, it is used to eliminate deviation from the Click sound. The beat timing of the first Click is determined based on this setting value and pre-count Clicks are added based on that timing.	0 ms – 99 sec 999 ms	Always set to "0 ms" for Preset Scenes (Click).

Page 3/4

Parameter	Description	Setting	Default Value
Category	This allows selecting the Click Voice for each beat resolution (note). This selects the Voice category. When the [F1] NoteSel button is pressed, the beat resolution (note duration) display changes in the upper right area of the screen, where the Voice category is selected individually for each note. **NOTE** The notes selectable using the [F1] NoteSel button differ depending on the beat. • If Beat = 1/4 – 16/4: Accent, 4th, 8th, 16th, or 8thTriplet • If Beat = 1/8 – 16/8: Accent, Dotted4th, 8th, 16th, or 8thTriplet (where Dotted4th is only enabled for Beat = 3/8, 6/8, 9/8, 12/8, or 15/8) • If Beat = 1/16 – 16/16: Accent, 4th, 8th, 16th, 8thTriplet	Refer to the Voice List.	Setting value in Scene (Click)
Number	Allows selecting the Voice used to play back Click sounds for each beat resolution (each note duration). It selects the Voice to use from among the Voices in the current Voice category. When the [F1] NoteSel button is pressed, the beat resolution (note duration) display changes in the upper right area of the screen, where the Voice number is selected individually for each note.	Refer to the Voice List.	Setting value in Scene (Click)
Import Wave	Click wave files are imported from a USB flash drive or SD card for each beat resolution (each note). 1. With the cursor on "Import Wave", press [ENTER] button. 2. Use the [F1] NoteSel button to select the resolution (note) to assign the wave file. 3. Use the [+]/[−] buttons or knob to select one audio file saved in the USB flash drive or SD card. If necessary, use the [F3] ▶ button to preview the audio file. 4. Press the [ENTER] button. 5. When "Are You Sure?" is displayed, press [F1] Yes to import the file.	—	—

Setting Parameters

Page 4/4

Parameter	Description	Setting	Default Value
Note Volume	This individually adjusts the volume of each Voice selected for Click sounds for each beat resolution (each note). Use the (F1) NoteSel button to select the resolution (note).	0 – 127	Always set to "100" for Preset Scenes (Click).
Note Pan	This individually adjusts the pan position of each Voice selected for Click sounds for each beat resolution (each note). Use the (F1) NoteSel button to select the resolution (note).	L63 – C – R63	Always set to "C" for Preset Scenes (Click).
Note Tuning	This is used to tune each Voice selected for Click sounds individually for each beat resolution (each note). Use the (F1) NoteSel button to select the resolution (note).	–24.0 – 0.0 – +24.0	Always set to "0.0" for Preset Scenes (Click).

[F3] Setting → Click → Click EQ

Sets the equalizer (EQ) for playing Click sounds.

NOTE

For more information about equalizers (EQ), refer to the diagrams on .

Page 1/6

Parameter	Description	Setting	Default Value
On/Off	Sets whether to apply EQ to Click playback (On) or not (Off). The "Off" setting is equivalent to Gain = 0 for each frequency band and HPF Freq = Thru.	Off, On	Always set to "Off" for Preset Scenes (Click).

Page 2/6

Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band.	32 Hz – 2.0 kHz	Always set to "125 Hz" for Preset Scenes (Click).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Click).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Click).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (Click).

Page 3/6

Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band.	100 Hz – 10.0 kHz	Always set to "500 Hz" for Preset Scenes (Click).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Click).
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Click).

Setting Parameters

Page 4/6

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ mid-to-high frequency band.	100 Hz – 10.0 kHz	Always set to "4.0 Hz" for Preset Scenes (Click).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Click).
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Click).

Page 5/6

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band.	500 Hz – 16.0 kHz	Always set to "9.0 kHz" for Preset Scenes (Click).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Click).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Click).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band. If LPF is selected, the entire equalizer changes to functioning as a low-pass filter.	HighShelving, PeakDip, LPF	Always set to "HighShelving" for Preset Scenes (Click).

Page 6/6

Parameter	Description	Setting	Default Value
HPF Freq	Separately from EQ settings, a high-pass filter (HPF) can also be applied to Click playback. The filter cuts sounds with frequencies lower than the specified frequency. If "Thru" is specified, the HPF is not applied.	Thru, 56 Hz – 2.0 kHz	Always set to "Thru" for Preset Scenes (Click).
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Click).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG] Mic Trigger Kit Effect

[CLICK]

[RECORDER] Recorder Looper Sampling

[LIVE SET]

[MENU] Utility Output Aux In USB Audio Bluetooth File Factory Reset Version

[F3] Setting → Click → Click Out

Sets the jack used to output Click playback sounds.

Page 1/2

Parameter	Description	Setting	Default Value
Main Out	This sets whether to output Click sounds from [OUTPUT] jacks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Click).
Phones Out	This sets whether to output Click sounds from [PHONES] jacks (On) or not (Off).	Off, On	
USB Audio Out 1/2	This sets whether to output Click sounds from the [USB TO HOST] terminal (On) or not (Off).	Off, On	

Page 2/2

Parameter	Description	Setting	Default Value
IndivOut	This sets whether to use the left (L) or right (R) channel ([INDIVIDUAL OUTPUT] jacks) for external output of Click sounds.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Always set to "Off" for Preset Scenes (Click).
IndivOut Vol	Sets the volume of Click sounds output from [INDIVIDUAL OUTPUT] jacks. If "Variable" is specified, the volume is linked to [CLICK] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Click).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]

Mic

Trigger

Kit

Effect

[CLICK]

[RECORDER]

Recorder

Looper

Sampling

[LIVE SET]

[MENU]

Utility

Output

Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

[RECORDER] `RECORDER`

Successively pressing the [RECORDER] button successively displays the following three screens.
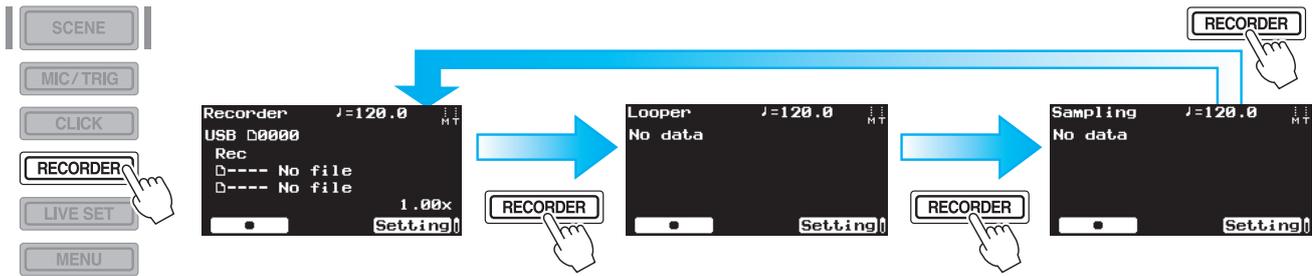
● Recorder:
Functionality for recording performances or playing audio files.

● Looper:
Functionality for continuously playing a recorded loop of performance while playing or recording performances over the loop.

● Sampling:
After recording a performance, this function is used to load the recording as a User Voice.

> **Important**
>
> Saving data recorded by Recorder, Looper, or Sampling functions requires connecting a USB flash drive to the [USB TO DEVICE] jack or inserting an SD card into the SD card slot.
>
> • Looper and Sampling functions use such storage media (external memory) to save the data recorded in internal memory.
>
> • In contrast, the Recorder function records the data directly in such media. The Recorder function can also save the data by first recording it in internal memory and then saving it in storage media (external memory).
>
> • If both a USB flash drive and SD card are connected, then the operator must select which media to use. In that case, when "USB/SD" is displayed at the bottom of respective function screens, select the type of media by pressing the corresponding F button ([F8] button).

> **NOTE**
>
> For more information about the internal memory structure related to the Recorder, refer to Page 26.

[RECORDER]-Recorder

Pressing the [RECORDER] button several times opens the Recorder screen. The Recorder includes the following two functions.

● Playback function
This can be used to select and playback audio files saved on a flash drive or SD card inserted into the [USB TO DEVICE] port or SD card slot. Up to 2 files stored on the same media can be played back at the same time.

For example, the ability to play 2 files at the same time allows a song that cannot be synchronized with the internal Click, due to tempo changes midway through the song, to be used as a backing track for performances (or for practice), by using each file for different purposes, as indicated below.

• Play one file as audio data (backing data) for the song itself.

• Play the other file as guiding audio data (for playing back Clicks according to the specified tempo setting for the song, including the tempo changes part way through the song).

If they listen to the guiding data while playing, it enables the performer to perform the song with the correct tempo.

Furthermore, the guiding data should probably be output only from the [PHONES] jack.

● Record function
This can be used to record one's own performances, of course, or audio inputs in a USB flash drive connected to the [USB TO DEVICE] port or an SD card inserted into the SD card slot. If a USB flash drive is not connected or an SD card is not inserted, then the recordings are recorded in internal memory.

> **NOTE**
>
> To switch audio files each time a Scene is selected, set [SCENE] → [F3] Setting → Scene Load → Recorder = On. The default factory setting is "Off", which results in not switching the audio file even if the Scene is switched.

■ Recording audio or saving data

[F1] ● / [F1] ■

You can collectively record your performances, audio played back from an external device, or other sources, and save it in internal memory or storage media (a USB flash drive or SD card). After making the necessary connections and preparations, press the [F1] button to start recording and then [F1] again to stop recording when the performance is finished.
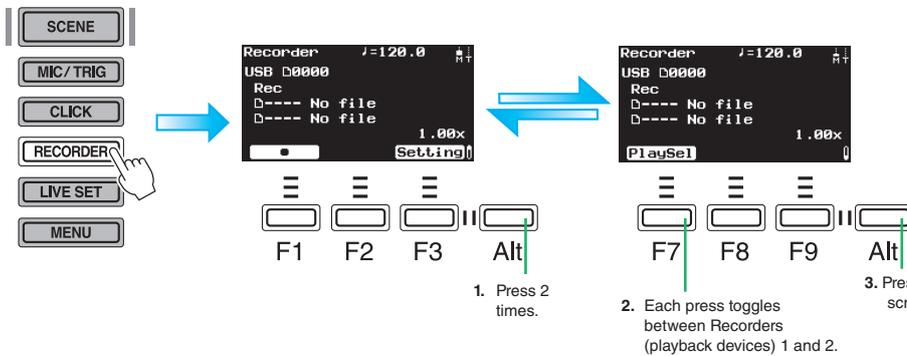
NOTE

For more information about internal memory for the Recorder function, refer to the

NOTICE

Audio can only be recorded in internal memory one time. The next time audio is recorded, the previous recording is deleted by overwriting. Also note that audio recorded in internal memory is deleted without backing it up when the power is switched Off. Therefore, to save the audio recorded in internal memory, connect a storage device (USB flash drive or SD card) and then press the [F9] Save button.

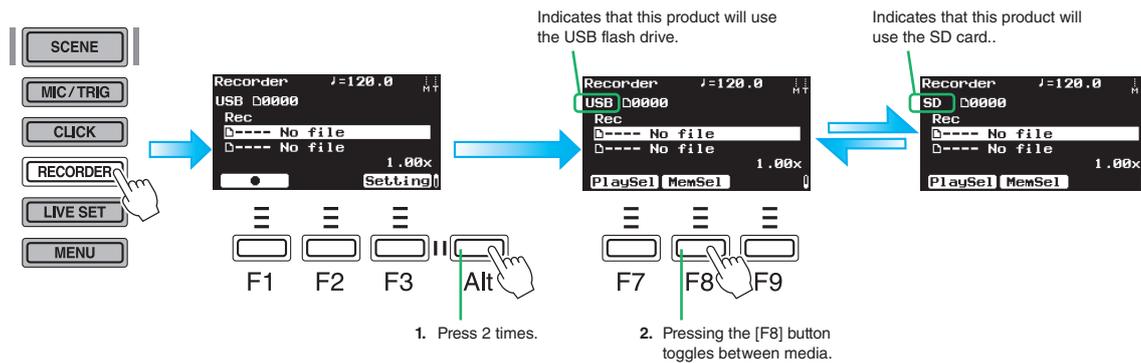### Selecting the Recorder (Playback Device) (Switching between 1 and 2)

NOTE

The abbreviations "F" in "F1 – F9" refers to "Function" and "Alt" refers to "Alternative" (for switching to an alternative). They are used to name the buttons for explanatory convenience. The names are not printed on the panel.

1. Press 2 times.

2. Each press toggles between Recorders (playback devices) 1 and 2.

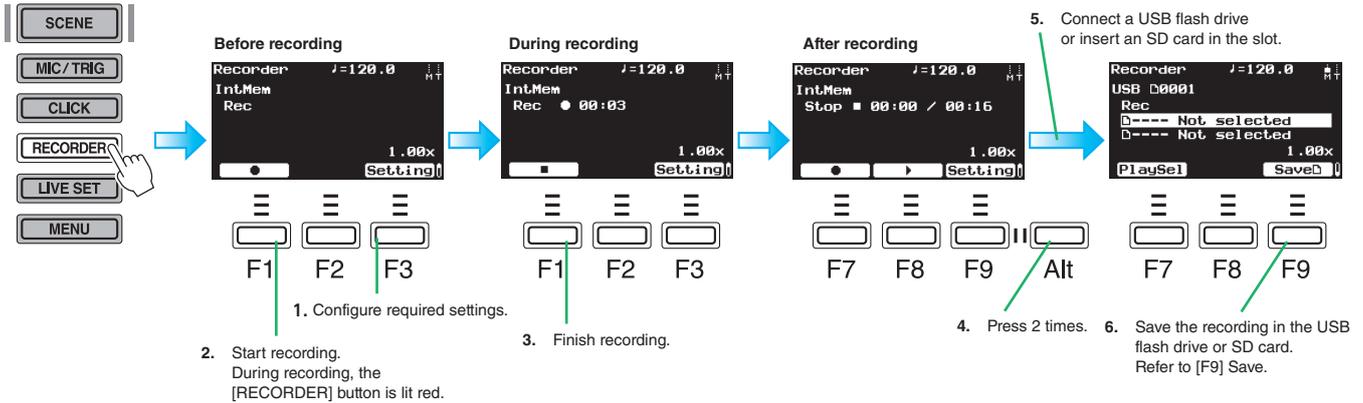3. Pressing 2 times restores the screen previously displayed.

Selecting media (external memory)

If both a USB flash drive and SD card are connected, then the operator must select which media (external memory) to use.
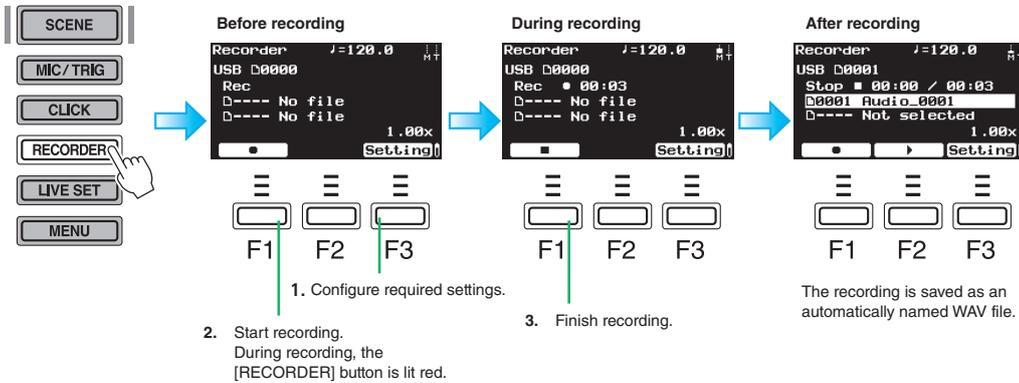
Indicates that this product will use the USB flash drive.

Indicates that this product will use the SD card..

1. Press 2 times.

2. Pressing the [F8] button toggles between media.

Recording (without media connected)

| SCENE |
| MIC / TRIG |
| CLICK |
| RECORDER |
| LIVE SET |
| MENU |

Before recording

```
Recorder    ♩=120.0    M↑T
IntMem
  Rec
                    1.00x
   ●           Setting
```

F1   F2   F3

1. Configure required settings.

2. Start recording.
During recording, the
[RECORDER] button is lit red.

During recording

```
Recorder    ♩=120.0    M↑T
IntMem
  Rec  ● 00:03
                    1.00x
   ■           Setting
```

F1   F2   F3

3. Finish recording.

After recording

```
Recorder    ♩=120.0    M↑T
IntMem
  Stop ■ 00:00 / 00:16
                    1.00x
   ●      ▶    Setting
```

F7   F8   F9   Alt

4. Press 2 times.

5. Connect a USB flash drive
or insert an SD card in the slot.

```
Recorder    ♩=120.0    M↑T
USB ▭0001
  Rec
  ▭---- Not selected
  ▭---- Not selected
                    1.00x
PlaySel         Save▭
```

F7   F8   F9

6. Save the recording in the USB
flash drive or SD card.
Refer to [F9] Save.

Recording (with media connected) **Note: Shown with a USB flash drive connected**

| SCENE |
| MIC / TRIG |
| CLICK |
| RECORDER |
| LIVE SET |
| MENU |

Before recording

```
Recorder    ♩=120.0    M↑T
USB ▭0000
  Rec
  ▭---- No file
  ▭---- No file
                    1.00x
   ●           Setting
```

F1   F2   F3

1. Configure required settings.

2. Start recording.
During recording, the
[RECORDER] button is lit red.

During recording

```
Recorder    ♩=120.0    M↑T
USB ▭0000
  Rec  ● 00:03
  ▭---- No file
  ▭---- No file
                    1.00x
   ■           Setting
```

F1   F2   F3

3. Finish recording.

After recording

```
Recorder    ♩=120.0    M↑T
USB ▭0001
  Stop ■ 00:00 / 00:03
  ▭0001 Audio_0001
  ▭---- Not selected
                    1.00x
   ●      ▶    Setting
```

F1   F2   F3

The recording is saved as an
automatically named WAV file.

[F9] Save ▭

Data recorded in internal memory can be saved on a USB flash drive or SD card as a WAV file by pressing the [F9] button.

Saving data from internal memory in media
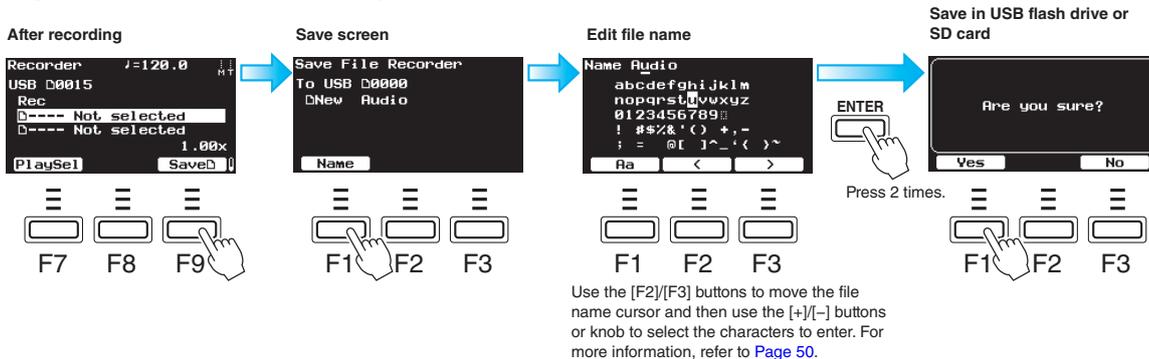
After recording

```
Recorder    ♩=120.0    M↑T
USB ▭0015
  Rec
  ▭---- Not selected
  ▭---- Not selected
                    1.00x
PlaySel         Save▭
```

F7   F8   F9

Save screen

```
Save File Recorder
To USB ▭0000
  ▭New  Audio

  Name
```

F1   F2   F3

Edit file name

```
Name Audio
        abcdefghijklm
        nopqrstuvwxyz
        0123456789
        ! #$%&'()  +,-
        ; =  @[ ]^_'( )~
  Aa       <        >
```

F1   F2   F3

Use the [F2]/[F3] buttons to move the file
name cursor and then use the [+]/[-] buttons
or knob to select the characters to enter. For
more information, refer to Page 50.

ENTER

Press 2 times.

**Save in USB flash drive or
SD card**

```
      Are you sure?

   Yes            No
```

F1   F2   F3

Sidebar:
Modifier Knobs
LED Rotary Faders
[SCENE]
[MIC / TRIG] — Mic, Trigger, Kit, Effect
[CLICK]
[RECORDER] — Recorder, Looper, Sampling
[LIVE SET]
[MENU] — Utility, Output, Aux In, USB Audio, Bluetooth, File, Factory Reset, Version

■ Selecting/playing back audio files

Audio data (WAV files) saved on a USB flash drive or SD card can be played back using the following operations.

Media (location to save WAV files)

Playback speed

First

Second

Third

NOTE

The abbreviations "F" in "F1 – F9" refers to "Function" and "Alt" refers to "Alternative" (for switching to an alternative). They are used to name the buttons for explanatory convenience. The names are not printed on the EAD50 unit.

Two Recorders (playback devices)

This is the Play button. During playback, the button symbol changes to "■" and the button functions as a Stop button.

This functions as a rewind button.

This is the Play button. During playback, the button symbol changes to "❚❚" and the button functions as a Pause button.

This functions as a fast-forward button.

Select which of the two Recorders (playback devices) to use.

Press [–] or [+] to Select the File

The operations are enabled only if external media (USB flash drive or SD card) is connected. Press the [F7] button to select an audio file playback device and then selected the desired audio file.

[F2] ▶ /[F2] ■

This plays back the one or two audio files selected. If the button is pressed again during playback, it stops playback and resets the playback position.

[F4] ◀◀

This rewinds the one or two audio files selected.

[F5] ▶ /[F5] ❚❚

This plays back the one or two audio files selected. If the button is pressed again during playback, it stops playback at the current playback position.

[F6] ▶▶

This fast forwards the one or two audio files selected.

[F7] PlaySel

This selects the audio playback device.

[F8] MemSel

This is displayed if both a USB flash drive and SD card are connected. It selects which media (external memory) to use.

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

■ Configuring Recorder-related settings ([F3] Setting)

Pressing the [F3] Setting button on the top screen displays the group of settings related to recording. Because they are located on multiple hierarchical levels, press [ENTER] to move down a level or [EXIT] to move back up a level to find the desired setting parameter.
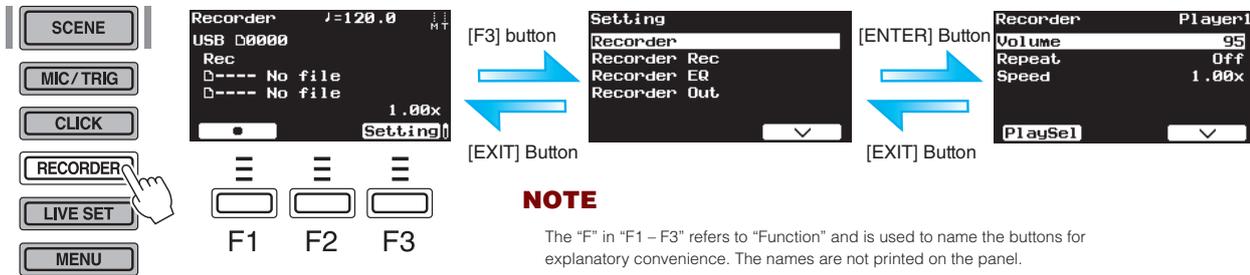
NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

[F3] Setting → Recorder

This is used to specify basic settings for playing back recorded audio data.

Parameter	Description	Setting	Default Value
Volume	This is used to adjust the volume balance between the individually set volume levels for the two Recorders (playback devices). Press the [F1] PlaySel button to select the Recorder and then specify a numeric value.	0 – 127	Always set to "100" for Preset Scenes (Recorder).
Repeat	This sets the method used to play back audio files. The same setting is applied to both Recorders (playback devices). **Off** Playback automatically stops after the currently selected file is played back one time. **Single** This keeps playing back the currently selected file until the Stop button is pressed. **List** This successively plays back, in order, all recognizable audio files in the root directory of the USB flash drive or SD card. Playback is continued until the Stop button is pressed.	Off, Single, List	Always set to "Off" for Preset Scenes (Recorder).
Speed	This sets the playback speed for audio files. With a setting of "1.00x" for the original data, a larger value results in faster playback and a smaller value results in slower playback. The same setting is applied to both Recorders (playback devices).	0.50x – 1.50x	Always set to "1.00x" for Preset Scenes (Recorder).

[F3] Setting → Recorder Rec

This is used to set parameter settings for recording audio.

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Parameter	Description	Setting	Default Value
Rec Gain	This sets the gain (volume level) for recording audio.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	Always set to "0 dB" for Preset Scenes (Recorder).
Rec Click	Sets whether to record Clicks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Rec Aux In	This sets whether to record the audio being input via the [AUX IN] jack (On) or not (Off).	Off, On	
Rec USB Audio In1/2	This sets whether to record audio channels 1/2 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec USB Audio In3/4	This sets whether to record audio channels 3/4 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	

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Parameter	Description	Setting	Default Value
Rec USB Audio In5/6	This sets whether to record audio channels 5/6 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Rec USB Audio In7/8	This sets whether to record audio channels 7/8 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec Recorder Play	This sets whether to record the Recorder playback sound (On) or not (Off).	Off, On	
Rec Bluetooth	This sets whether to record the audio being input via Bluetooth (On) or not (Off).	Off, On	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

[F3] Setting → Recorder EQ

This sets the EQ (equalizer) settings for audio file playback individually for each Recorder (playback device).
Press the [F1] PlaySel button to select the Recorder (playback device) before setting the Recorder EQ setting.

NOTE

For more information about equalizers (EQ), refer to the diagrams on Page 25.

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Parameter	Description	Setting	Default Value
On/Off	This sets whether EQ is applied to audio during playback (On) or not (Off). The "Off" setting is equivalent to Gain = 0 for each frequency band and HPF Freq = Thru.	Off, On	Always set to "Off" for Preset Scenes (Recorder).

Page 2/6

Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band.	32 Hz – 2.0 kHz	Always set to "125 Hz" for Preset Scenes (Recorder).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (Recorder).

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Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band.	100 Hz – 10.0 kHz	Always set to "500 Hz" for Preset Scenes (Recorder).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

[MENU]

Bluetooth

File

Factory Reset

Version

Setting Parameters

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Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ low-to-high frequency band.	100 Hz – 10.0 kHz	Always set to "4.0 Hz" for Preset Scenes (Recorder).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).

Page 5/6

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band.	500 Hz – 16.0 kHz	Always set to "9.0 kHz" for Preset Scenes (Recorder).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band. If LPF is selected, the entire equalizer changes to functioning as a low-pass filter.	HighShelving, PeakDip, LPF	Always set to "HighShelving" for Preset Scenes (Recorder).

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Parameter	Description	Setting	Default Value
HPF Freq	Separately from EQ settings, a high-pass filter (HPF) can also be applied to Recorder playback. The filter cuts sounds with frequencies lower than the specified frequency. If "Thru" is specified, the HPF is not applied.	Thru, 56 Hz – 2.0 kHz	Always set to "Thru" for Preset Scenes (Recorder).
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Recorder).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

[MENU]

Aux In

USB Audio

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[F3] Setting → Recorder Out

This sets output settings for each Recorder (playback device) used to playback audio data (WAV files). Press the [F1] PlaySel button to select the Recorder (playback device) before setting the Recorder EQ setting.

Page 1/2

Parameter	Description	Setting	Default Value
Mode	This specifies how to process audio files currently being played back for output. **Stereo** Processes stereo input sounds directly as stereo output. **L Mono** Uses only sound from the left channel. **R Mono** Uses only sound from the right channel. **L+R Mono (L + R-monaural)** Mixes the left and right channels and processes it as monaural sound. **L Guide** Select this setting to play audio files in which the guide (click) sound is on the L channel and the backing sound is on the R channel. The guide (click) sound and backing sound are output from the [PHONES] jack in the center pan position, and the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider. **R Guide** Select this setting to play the audio file in which the guide (click) sound is on the R channel and backing sound is on the L channel. The guide (click) sound and backing sound are output from the [PHONES] jack in the center pan position, and the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider.	Stereo, L Mono, R Mono, L+R Mono, L Guide, R Guide	Always set to "Stereo" for Preset Scenes (Recorder).
Main Out	This sets whether to output audio files currently being played back from [OUTPUT] jacks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Phones Out	This sets whether to output audio files currently being played back from [PHONES] jacks (On) or not (Off).	Off, On	
USB Audio Out 1/2	This sets whether to output audio files currently being played back from the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Backing Out Level	The setting is displayed when Mode = L Guide or R Guide. This sets the volume level for backing sound output via the [OUTPUT] jacks and [USB TO HOST] terminal (USB Audio 1/2).	0 – 127	Always set to "127" for Preset Scenes (Recorder).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

Setting Parameters

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Parameter	Description	Setting	Default Value
IndivOut	This specifies which channel ([INDIVIDUAL OUTPUT] jacks) to use for external output of left (L) and right (R) channels of audio files currently being played back.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L(1 + 2), R(1 + 2), L(3 + 4), R(3 + 4), L(5 + 6), R(5 + 6), L(7 + 8), R(7 + 8), L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Always set to "Off" for Preset Scenes (Recorder).
IndivOut Vol	Sets the volume level for output from [INDIVIDUAL OUTPUT] jacks of audio played back using this function. If "Variable" is specified, the volume is linked to [AUDIO] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Recorder).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
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[LIVE SET]

[MENU]
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[RECORDER]-Looper

Successively pressing the [RECORDER] button several times displays the Looper screen. This screen is used to first record a basic rhythm and then enjoy overlaying other drum rhythms played while repeatedly playing back the first rhythm as a loop. It is also possible to play a different rhythm and overlay it over an existing rhythm (overdubbing). The recorded data is temporarily saved in internal memory, but can be saved permanently by saving it in a USB flash drive or SD card.

Basic procedure for Looper functions

Save data in media

Initial recording → Transition by button operations or automatically → **Play loop** Check recorded data ⇄ Button operations ⇄ **Overdubbing recording** Additional layer recorded over recorded data as loop is played → After recording → USB / SD

USB •←⊂
TO DEVICE

SD
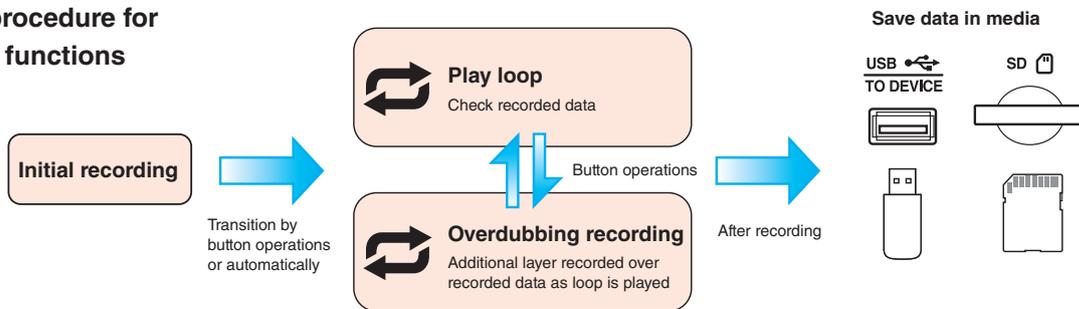
■ Recording initial loop, overdubbing, and saving data

If Rec Beat Length = Off (steps from recording initial loop to using buttons to playback the loop)

Before recording

Looper   ♩=120.0
No data

[●]   [Setting]
F1   F2   F3

Configure related settings as necessary.

[F1]

Record initial data
([RECORDER] is lit red)

Looper   ♩=120.0
Rec   ● 00:17

[▶] [■] [Setting]
F1 F2 F3

Recording can also be stopped at this point.

[F1]

Play loop

Looper   ♩=120.0
Play ▶ 00:05 / 00:15

[●] [■] [Undo]
F1 F2 F3

This functions as an Undo/Redo button.

[F1]

Record overdubbing
([RECORDER] is lit red)

Looper   ♩=120.0
Overdub ● 00:01

[▶] [■] [Setting]
F1   F2   F3

[F2]

After recording

Looper   ♩=120.0
Stop   ■ 00:00 / 00:15

[▶] [Clear] [Setting]
F1   F2   F2

This clears (deletes) the recorded data.

If Rec Beat Length = 4 (steps from recording the initial loop to automatically playing back the loop)
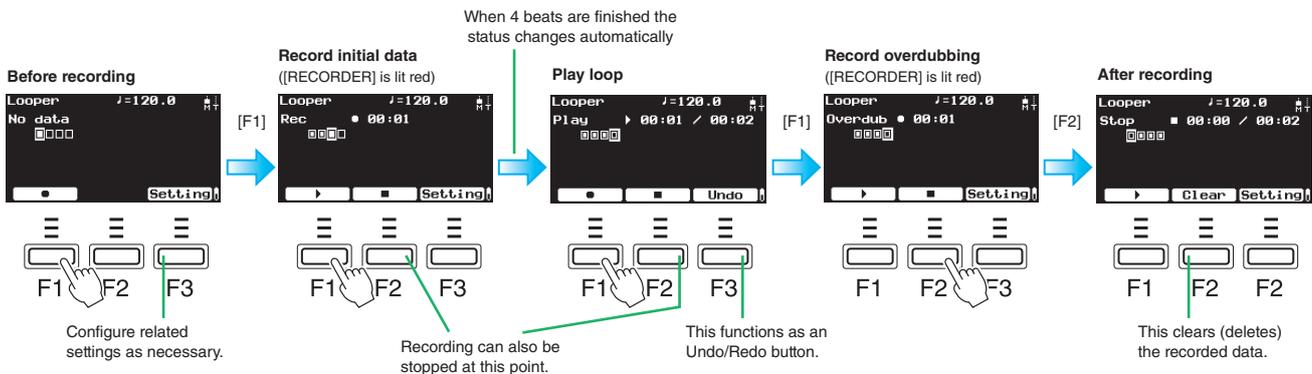
Before recording

Looper   ♩=120.0
No data
☐☐☐☐

[●]   [Setting]
F1   F2   F3

Configure related settings as necessary.

[F1]

Record initial data
([RECORDER] is lit red)

Looper   ♩=120.0
Rec   ● 00:01
☐☐☐☐

[▶] [■] [Setting]
F1 F2 F3

Recording can also be stopped at this point.

When 4 beats are finished the status changes automatically →

Play loop

Looper   ♩=120.0
Play ▶ 00:01 / 00:02
☐☐☐☐

[●] [■] [Undo]
F1 F2 F3

This functions as an Undo/Redo button.

[F1]

Record overdubbing
([RECORDER] is lit red)

Looper   ♩=120.0
Overdub ● 00:01
☐☐☐☐

[▶] [■] [Setting]
F1   F2   F3

[F2]

After recording

Looper   ♩=120.0
Stop   ■ 00:00 / 00:02
☐☐☐☐

[▶] [Clear] [Setting]
F1   F2   F2

This clears (deletes) the recorded data.

NOTE

The abbreviations "F" in "F1 – F9" refers to "Function" and "Alt" refers to "Alternative" (for switching to an alternative). They are used to name the buttons for explanatory convenience. The names are not printed on the EAD50 unit.

NOTE

For the Looper function, the key to start recording loops skillfully is to have Clicks being played back while pressing the [F1] button at the optimal timing.

NOTE

The screen transitions shown above are for Rec Mode = Rec → Play → Dub. The sequence order for playing the loop (Play) and overdubbing (Overdub) can also be reversed.

[F1] ■ / [F1] ▶

If stopped or playing a loop with no data recorded in internal memory, then the [F1] button functions as a start button for recording. If Looping, that results in recording the sound overlaid over the existing data (overdubbed recording).
During recording (including by overdubbing) and while stopped after recording is finished, the [F1] button functions as a Play button. In either case, playback switches to playing a loop of all data recorded up to that point.

[F2] ■ / [F2] Clear

During recording, looped playback, or overdubbed recording, the [F2] button functions as a Stop button.
If stopped, the [F2] button functions as a button for deleting data recorded in internal memory.

[F3] Undo / [F3] Redo

During looped playback, this button functions as an Undo/Redo button. If a loop recorded by overdubbing is played back immediately after recording, then this button can be used to delete (Undo) or restore (Redo) only the data recorded immediately prior to the current loop.

[F6] Save 🗋 (saves data from internal memory in storage media)

All data recorded with the Looper are saved in internal memory. To save the data permanently, press the [F6] button to save it in a USB flash drive or SD card. The operating steps are the same as for the Recorder screen.
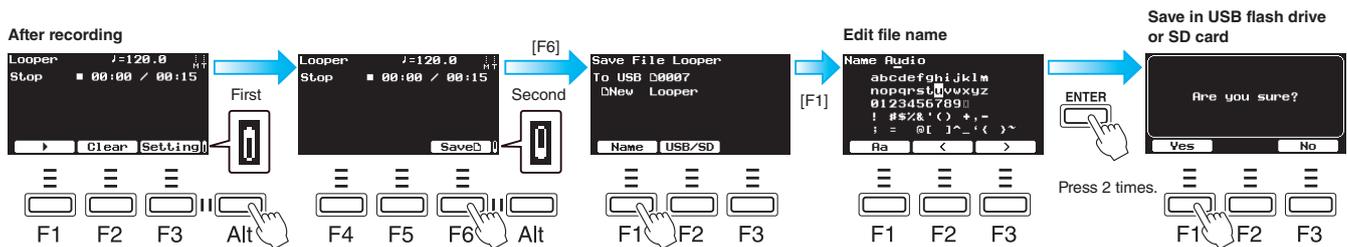
NOTE

The abbreviations "F" in "F1 – F9" refers to "Function" and "Alt" refers to "Alternative" (for switching to an alternative). They are used to name the buttons for explanatory convenience. The names are not printed on the panel.

Use the [F2]/[F3] buttons to move the file name cursor and then use the [+]/[–] buttons or knob to select the characters to be entered. For more information, refer to Page 50.

■ [F3] Setting

[F3] Setting → Looper Vol

Parameter	Description	Setting	Default Value
Volume	This adjusts the volume level for playing back samples after they are recorded.	0 – 127	Always set to "100" for Preset Scenes (Recorder).

[F3] Setting → Looper Rec

This is used to specify basic settings for recording.

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Parameter	Description	Setting	Default Value
Rec Gain	This adjusts the gain level for recording from audio sources.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	Always set to "0 dB" for Preset Scenes (Recorder).
Rec Mode	This selects from two types of Looper recording modes. **Rec →Play →Dub** After recording a performance, pressing this button switches to the Play mode and pressing it again switches to the Dub (overdubbing) mode (for overlaying additional recorded sounds over the existing recorded phrase). **Rec →Dub →Play** After recording a performance, pressing this button switches to the Dub (overdubbing) mode (for overlaying additional recorded sounds over the existing recorded phrase). Pressing it again switches to the Play mode.	Rec → Play → Dub or Rec → Dub → Play	Always set to "Rec → Play → Dub" for Preset Scenes (Recorder).
Rec Beat Length	This sets the number of beats for the first recording. Once you have recorded the number of beats set here at the Click playback tempo, playback position automatically returns to the beginning and overdub recording with loop playback of just recorded phrase starts. This is why you can concentrate on playing just by following in time with the Click. **NOTE** This setting can be changed during recording, but is actually applied after the existing recording is deleted ([F2] Clear).	Off, 1 – 32	Always set to "Off" for Preset Scenes (Recorder).
Rec Click	Sets whether to record Clicks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Rec Aux In	This sets whether to record the audio being input via the [AUX IN] jack (On) or not (Off).	Off, On	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]

Mic

Trigger

Kit

Effect

[CLICK]

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Parameter	Description	Setting	Default Value
Rec USB Audio In1/2	This sets whether to record audio channels 1/2 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Rec USB Audio In3/4	This sets whether to record audio channels 3/4 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec USB Audio In5/6	This sets whether to record audio channels 5/6 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec USB Audio In7/8	This sets whether to record audio channels 7/8 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec Bluetooth	This sets whether to record the audio being input via Bluetooth (On) or not (Off).	Off, On	

[F3] Setting → Looper EQ

Used to specify EQ settings for audio currently being played back using this function.

NOTE

For more information about equalizers (EQ), refer to the diagrams on Page 25.

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Parameter	Description	Setting	Default Value
On/Off	This sets whether to apply EQ to audio being played back using this function (On) or not (Off). The "Off" setting is equivalent to Gain = 0 and HPF Freq = Thru for each frequency band.	Off, On	Always set to "Off" for Preset Scenes (Recorder).

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Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band for audio currently being played back using this function.	32 Hz – 2.0 kHz	Always set to "125 Hz" for Preset Scenes (Recorder).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (Recorder).

Setting Parameters

Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band for audio currently being played back using this function.	100 Hz – 10.0 kHz	Always set to "500 Hz" for Preset Scenes (Recorder).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Recorder).

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ low-to-high frequency band for audio currently being played back using this function.	100 Hz – 10.0 kHz	Always set to "4.0 kHz" for Preset Scenes (Recorder).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band for audio currently being played back using this function.	500 Hz – 16.0 kHz	Always set to "9.0 kHz" for Preset Scenes (Recorder).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Recorder).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Recorder).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band. If LPF is selected, the entire equalizer changes to functioning as a low-pass filter.	HighShelving, PeakDip, LPF	Always set to "HighShelving" for Preset Scenes (Recorder).

Parameter	Description	Setting	Default Value
HPF Freq	Separately from EQ settings, a high-pass filter (HPF) can also be applied to audio played back using this function. The filter cuts sounds with frequencies lower than the specified frequency. If "Thru" is specified, the HPF is not applied.	Thru, 56 Hz – 2.0 kHz	Always set to "Thru" for Preset Scenes (Recorder).
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Recorder).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
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[F3] Setting → Looper Out

Used to specify settings for external output of audio currently being played back using this function.

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Parameter	Description	Setting	Default Value
Main Out	This sets whether to output audio currently being played back using this function from [OUTPUT] jacks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Phones Out	This sets whether to output audio currently being played back using this function from [PHONES] jacks (On) or not (Off).	Off, On	
USB Audio Out 1/2	This sets whether to output audio currently being played back using this function from the [USB TO HOST] terminal (On) or not (Off).	Off, On	

Page 2/2

Parameter	Description	Setting	Default Value
IndivOut	This specifies which channel ([INDIVIDUAL OUTPUT] jacks) to use for external output of audio currently being played back using this function.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L(1 + 2), R(1 + 2), L(3 + 4), R(3 + 4), L(5 + 6), R(5 + 6), L(7 + 8), R(7 + 8), L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Always set to "Off" for Preset Scenes (Recorder).
IndivOut Vol	Sets the volume level for output from [INDIVIDUAL OUTPUT] jacks of audio played back using this function. If "Variable" is specified, the volume is linked to [AUDIO] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Recorder).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]   Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]   Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]   USB Audio

Bluetooth

File

Factory Reset

Version

[RECORDER]-Sampling

Successively pressing the [RECORDER] button several times displays Sampling screen. Sampling is the function for recording instrumental, vocal, or other audio sounds as digital data in internal memory inside this product and then refining that data as samples by editing the waveforms the data contains. Instead of users recording samples themselves, samples can also be loaded as WAV files saved in USB flash drive or SD card media. Samples refined by editing can then be used in performances by assigning them to User Voices.

NOTE

The basic flow of the Sampling is to edit the waveforms of recorded data (sample) in internal memory and then save the edited sample to wave memory. For more information about the configuration of corresponding memory, refer to Page 26.

Basic procedure for Sampling functions
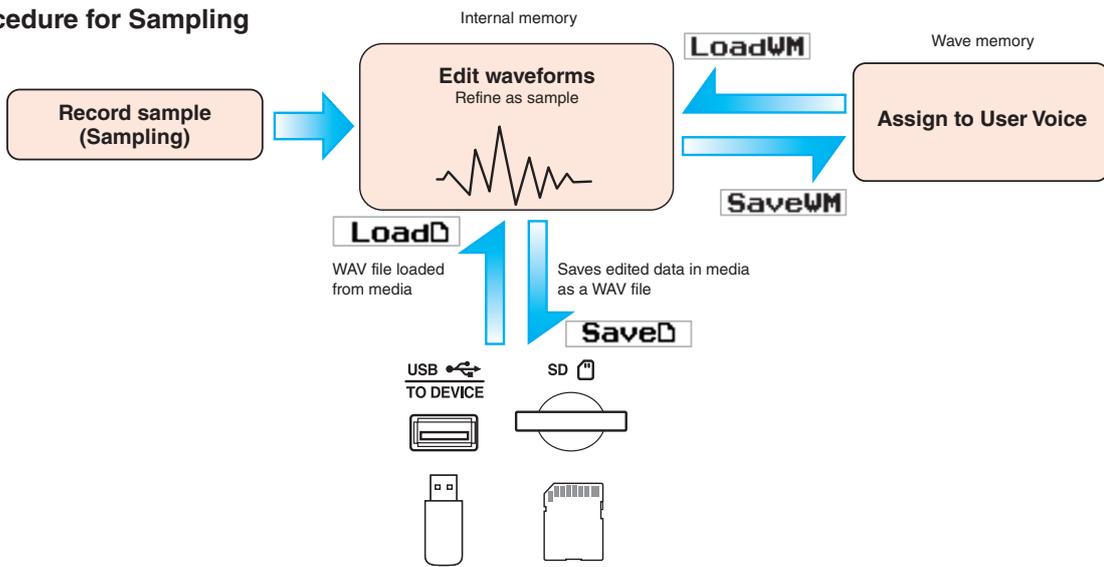
■ **Recording/Editing**
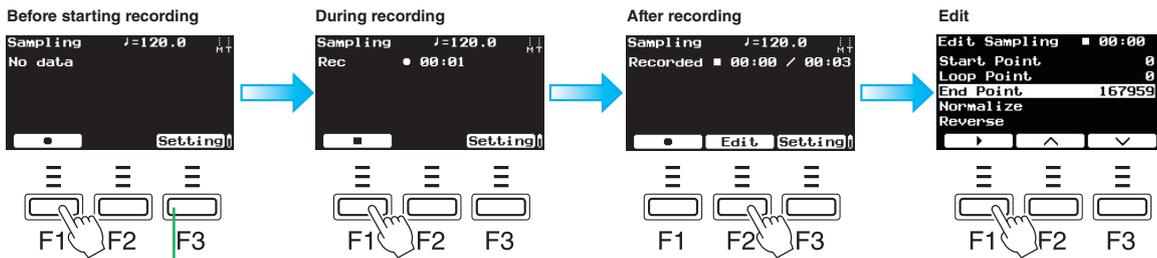
Configure related settings as necessary.

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Modifier Knobs
LED Rotary Faders
[SCENE]
Mic
Trigger
[MIC / TRIG]
Kit
Effect
[CLICK]
Recorder
[RECORDER]
Looper
Sampling
[LIVE SET]
Utility
Output
Aux In
[MENU]
USB Audio
Bluetooth
File
Factory Reset
Version

[F1] ⏺

At the point when the Sampling screen is entered (before starting recording), this button functions as a Record button.
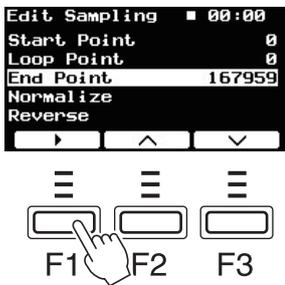
[F1] ⏹

During recording, this button functions as a Stop button.

[F2] Edit

After recording is finished, this button is displayed only if there is a sample (recorded data) in internal memory. It is used to edit waveforms contained in samples.

[F2] Edit → [F1] Play / [F1] Stop

This starts or stops playback of the sample currently being edited.

```
Edit Sampling   ■ 00:00
Start Point            0
Loop Point             0
End Point         167959
Normalize
Reverse
┌─────┬─────┬─────┐
│  ▶  │  ∧  │  ∨  │
└─────┴─────┴─────┘
```

F1   F2   F3

Parameter	Description	Setting	Default Value
Start Point	Specifies the position for starting sample playback. Data before this position is not played back.	Value that indicates a position between zero and immediately before the end of the sample.	Always set to "0" for Preset Scenes (Recorder).
Loop Point	Specifies the position for starting Looping during sample playback.	Value that indicates a position between zero and immediately before the end of the sample.	
End Point	Specifies the position for ending sample playback. Data after this position is not played back.	Value that indicates a position between 1 and the end of the sample.	Value that indicates the sample end position.
Normalize	This converts data so it is amplified to maximum sample volume. It is used to amplify volume to an appropriate level for samples recorded with a low volume level. With the amplification rate (Ratio) specified in the screen displayed by pressing the [ENTER] button, the Normalize function is executed by pressing the [ENTER] button again.	—	—
Reverse	This converts data so that it is played back in the opposite direction as the original sample. The function is executed by pressing [ENTER].	—	—

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

[CLICK]

[RECORDER]   Recorder   Looper   Sampling

[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version

[F3] Setting

This is used to specify Sampling parameter settings before recording.

[F3] Setting → Sampling Vol

Parameter	Description	Setting	Default Value
Volume	This adjusts the volume level for playing back samples after they are recorded.	0 – 127	Always set to "100" for Preset Scenes (Recorder).

[F3] Setting → Sampling Rec

Page 1/2

Parameter	Description	Setting	Default Value
Rec Gain	This adjusts the gain level for recording from audio sources.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	Always set to "0 dB" for Preset Scenes (Recorder).
Rec Click	Sets whether to record Clicks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Rec Aux In	This sets whether to record the audio being input via the [AUX IN] jack (On) or not (Off).	Off, On	
Rec USB Audio In1/2	This sets whether to record audio channels 1/2 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec USB Audio In3/4	This sets whether to record audio channels 3/4 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	

Page 2/2

Parameter	Description	Setting	Default Value
Rec USB Audio In5/6	This sets whether to record audio channels 5/6 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Recorder).
Rec USB Audio In7/8	This sets whether to record audio channels 7/8 being input via the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Rec Bluetooth	This sets whether to record the audio being input via Bluetooth (On) or not (Off).	Off, On	

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]   Mic   Trigger   Kit   Effect

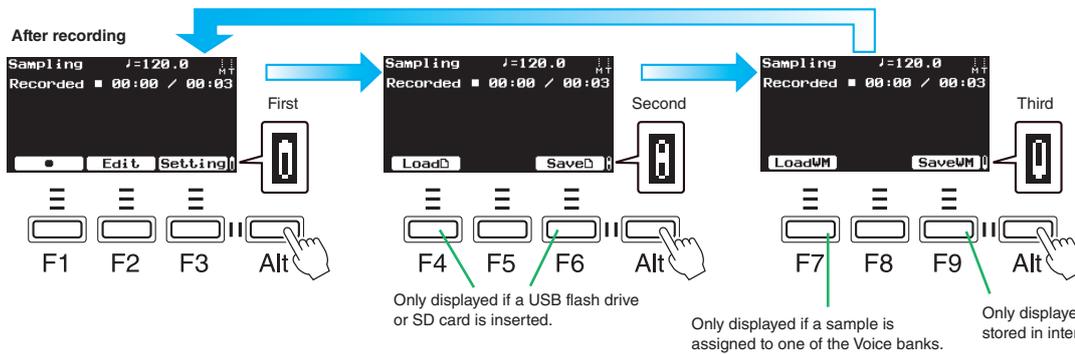[CLICK]

[RECORDER]   Recorder   Looper   Sampling
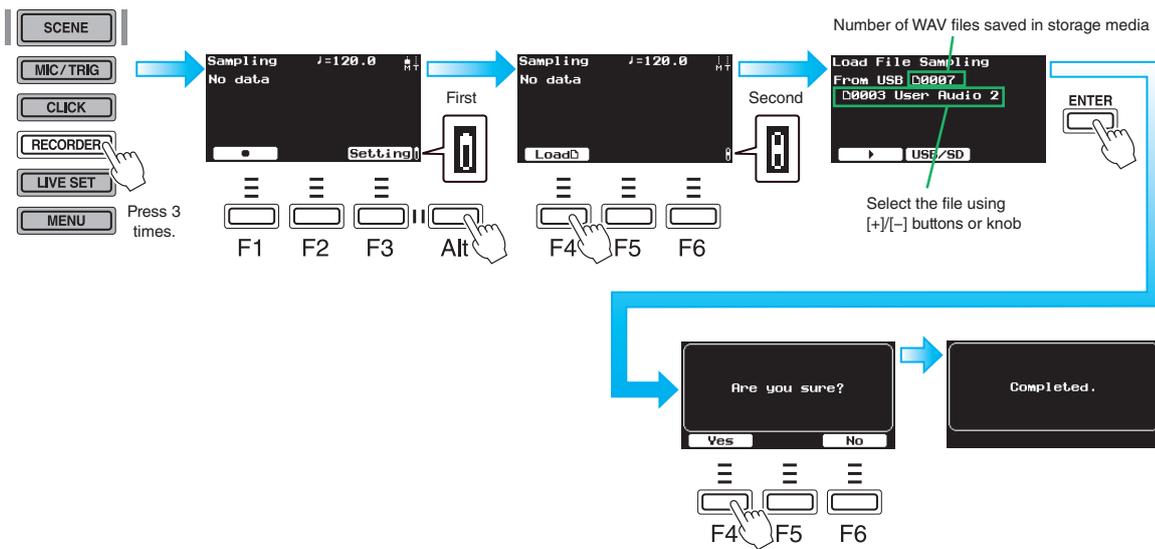
[LIVE SET]

[MENU]   Utility   Output   Aux In   USB Audio   Bluetooth   File   Factory Reset   Version
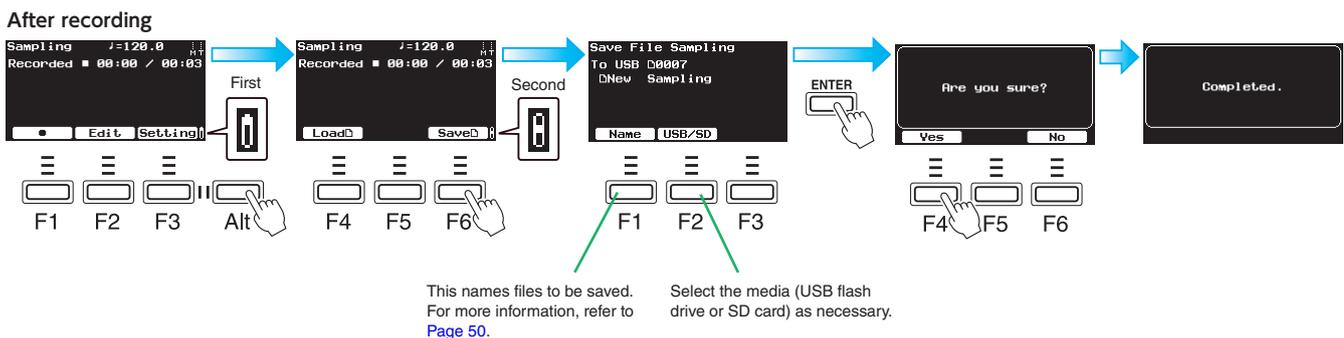
■ Saving/loading samples

After recording

First

Second

Third

NOTE

The abbreviations "F" in "F1 – F9" refers to "Function" and "Alt" refers to "Alternative" (for switching to an alternative). They are used to name the buttons for explanatory convenience. The names are not printed on the panel.

F1 F2 F3 Alt F4 F5 F6 Alt F7 F8 F9 Alt

Only displayed if a USB flash drive or SD card is inserted.

Only displayed if a sample is assigned to one of the Voice banks.

Only displayed if Sampling data is stored in internal memory.

[F4] Load

This is used to specify Sampling parameter settings before recording.
It loads audio files (WAV files) from a USB flash drive or SD card into internal memory (internal memory area for editing samples).

SCENE MIC/TRIG CLICK RECORDER LIVE SET MENU

Press 3 times.

First

Second

Number of WAV files saved in storage media

ENTER

Select the file using [+]/[−] buttons or knob

F1 F2 F3 Alt F4 F5 F6

Are you sure?   Completed.

Yes   No

F4 F5 F6

[F6] Save

This saves created samples as audio files (WAV) on a USB flash drive or SD card.

After recording

First

Second

ENTER

Are you sure?   Completed.

Yes   No

F1 F2 F3 Alt F4 F5 F6 F1 F2 F3 F4 F5 F6

This names files to be saved. For more information, refer to Page 50.

Select the media (USB flash drive or SD card) as necessary.

[F7] LoadWM

This loads samples assigned to any User Voice/bank in wave memory into internal memory.

Use the [+]/[–] buttons or knob to select the User Voice number (U001 – U500) and bank number (B01 – B10) for the User Voice to be loaded.

Moves the cursor between the User Voice and bank.
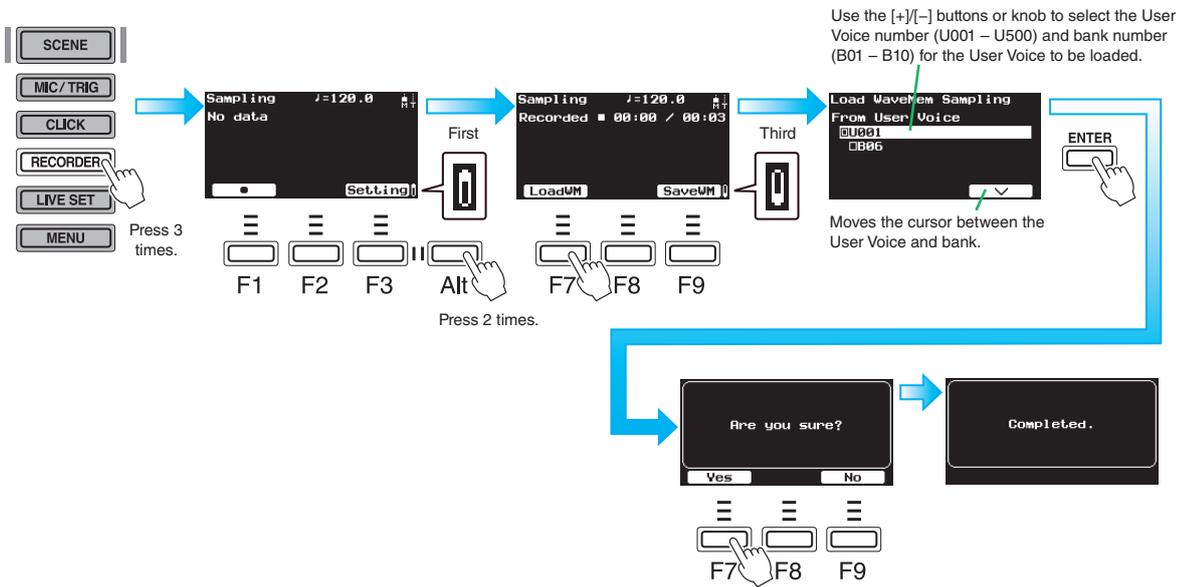
[F9] SaveWM

Saves created samples in any User Voice or bank.

After recording

Moves the cursor between the User Voice and bank.

Name the User Voice and bank where the wave memory is to be saved. For naming instructions, refer to Page 50.

[LIVE SET]   `LIVE SET`

"Live Set" is the function that allows you to program the desired order of "Scenes" and then call up them in the programmed order. For your live performances, it can be used to program a sequence of Scenes including the Kits which you want to use. For your rhythm practice, it can be used to program a sequence of Scenes including audio files in order of difficult.
This product can save up to 50 user-specified Live Sets, which can be freely selected for use in performances or practice.
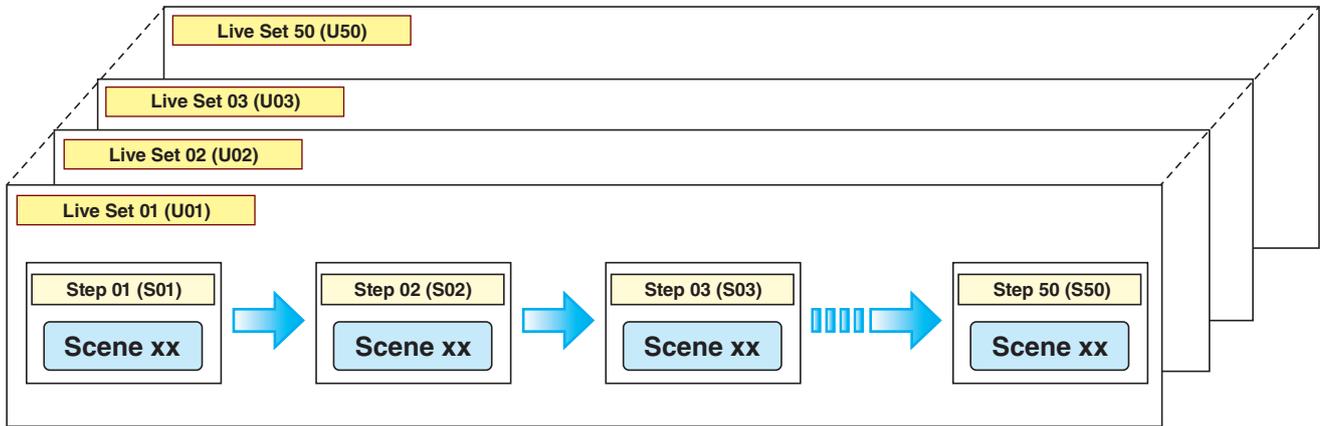
[−] [+] Live Set

Setting range: U01 to U50
Default value: U01

[F1] Live Set Start

This starts a live performance of a selected Live Set. During the live performance, the Scene switches as the performance advances to the next step.

1. Use [+]/[−] buttons or the knob to select the Live Set.

During Live Set performance (current step indicated in top row)

2. Start the Live Set.

3. Use the [F3]/[F2] buttons or [+]/[−] buttons/ knob to move forward or back one step.

4. Stop the Live Set.

NOTE
The abbreviations "F" in "F1 – F3" refers to "Function" and "Alt" refers to "Alternative" (for switching to an alternative). They are used to name the buttons for explanatory convenience. The names are not printed on the panel.

[F2] Job

Parameter	Description
Sort	This changes the step order of Live Sets. Press the [ENTER] button before performing Sort operations. For more information, refer to Page 45 (basic operations).
Clear	This clears respective Live Sets from memory. After pressing the [ENTER] button, use the [+]/[−] buttons or knob to select a Live Set and then press the [ENTER] button again to clear the Live Set.

[F3] Setting

This creates Live Sets by registering Scene numbers for each step.
Each step can be named in the screen displayed by pressing the [F1] Name button.

6. After editing all the necessary steps, press the [EXIT] button to display the previous screen again.

1. Use the [+]/[−] buttons or knob to select the Live Set.

2. Display the Edit screen.

3. Use the [+]/[−] buttons or knob to select the Scene for S01 (step 01).

Live sets can be named by loading the Edit Name screen. For naming procedures, refer to Page 50.

Pressing the [Alt] button toggles the function for the [F1] button between "Name" and "Sort."

4. Advance to the next step (S02).

5. Similarly, use the [+]/[−] buttons or knob to select the Scene and then press the [F3] button to advance to the next step.

[MENU] `MENU`

Mainly used for global settings that affect this product entirely.

First page

```
Menu          ♩=120.0  ▄
Utility                 M T
Output
Aux In
USB Audio
Bluetooth
                  ˅
```

Press [F2] to move
the cursor up

Press [F3] to move
the cursor down

Second page

```
Menu          ♩=120.0  ▄
File                    M T
Factory Reset
Version
             ˄    ˅
```

≡ ≡ ≡
F1 F2 F3

ENTER

EXIT

This example shows [MENU] → Utility → Auto Power Off.

```
Utility
Auto Power Off    15min
Pop-up Time      3.0sec
LCD Contrast          0
Audition Velocity   100
                  ˅
```

≡ ≡ ≡
F1 F2 F3

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Panel buttons: SCENE, MIC/TRIG, CLICK, RECORDER, LIVE SET, MENU

Side tabs: Modifier Knobs, LED Rotary Faders, [SCENE], Mic, [MIC/TRIG], Trigger, Kit, Effect, [CLICK], Recorder, [RECORDER], Looper, Sampling, [LIVE SET], Utility, Output, Aux In, [MENU], USB Audio, Bluetooth, File, Factory Reset, Version

Utility

Page 1/3

Parameter	Description	Setting	Default Value
Auto Power Off	To reduce power consumption, this product automatically shuts off the power if no operations have been performed for a specified period. This setting specifies how long it waits before shutting off the power.	Off, 5 min, 10 min, 15 min, 30 min, 60 min, 120 min	Always set to "15 min" for Preset Scenes (Utility).
Pop-up Time	This sets how long pop-up windows remain displayed before automatically disappearing, such as whenever a modifier knob in the upper left of the panel or an LED rotary fader in the bottom center area of the panel is operated. If "Hold" is specified, pop-up windows will not disappear until another button is operated.	1.0 sec, 1.5 sec, 2.0 sec, 2.5 sec, 3.0 sec, 3.5 sec, 4.0 sec, 4.5 sec, 5.0 sec, 5.5 sec, 6.0 sec, Hold	Always set to "3.0 sec" for Preset Scenes (Utility).
LCD Contrast	This adjusts the screen contrast level.	−50 – 0 – +50	Always set to "0" for Preset Scenes (Utility).
Audition Velocity	This sets the velocity of the preview sound (audition) produced by pressing the [F3] button in the Trigger Input Select screen (Page 48).	Off, 1 – 127	Always set to "100" for Preset Scenes (Utility).

Setting Parameters

Page 2/3

Parameter	Description	Setting	Default Value
MIDI Local Control	This sets whether to produce sound from the internal tone generator in this product when a pad is hit (On) or not (Off). To play sound only from the tone generator in the connected MIDI device, set this to "Off."	Off, On	Always set to "On" for Preset Scenes (Utility).
MIDI Global Channel	This sets the channel to use for integrating MIDI messages in the same channel.	1 – 16	Always set to "10" for Preset Scenes (Utility).
MIDI Global Port	This sets the MIDI port associated with the channel specified by the MIDI Global Channel setting.	1 – 2	Always set to "1" for Preset Scenes (Utility).
MIDI PC Tx	This is an abbreviation of "MIDI Program Change Transmission." It sets whether or not to transmit a program change whenever a Scene is changed.	Off, On	Always set to "On" for Preset Scenes (Utility).
MIDI PC Rx	This is an abbreviation of "MIDI Program Change Reception." It specifies whether to implement program change instructions received by this product (On) or ignore them (Off).	Off, On	

Page 3/3

Parameter	Description	Setting	Default Value
MIDI Clock Tx	This is an abbreviation of "MIDI Clock Transmission." It sets whether or not to transmit MIDI clock data. If set to "On," it continuously outputs F8 in accordance with the current tempo setting.	Off, On	Always set to "On" for Preset Scenes (Utility).
MIDI Clock Rx	This is an abbreviation of "MIDI Clock Reception." This sets whether the MIDI clock received from the external devices is implemented (On) or ignored (Off).	Off, On	Always set to "Off" for Preset Scenes (Utility).
MIDI Start/Stop Tx	This is an abbreviation of "MIDI Start/Stop Transmission." This sets whether the MIDI real time message (FA/FC) is sent (On) or not (Off) when the Click playback starts or stops.	Off, On	Always set to "On" for Preset Scenes (Utility).
MIDI Start/Stop Rx	This is an abbreviation of "MIDI Start/Stop Reception." This sets whether (On) or not (Off) the start/stop of Click playback is affected by MIDI real time messages (FA/FC).	Off, On	
USB MIDI Thru MIDI	This sets whether to send MIDI Port 1 messages received via the [USB TO HOST] terminal directly from the [MIDI OUT] terminal (On) or not (Off).	Off, On	Always set to "Off" for Preset Scenes (Utility).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

[MENU]

Bluetooth

File

Factory Reset

Version

Output

Output → Output Gain

This sets the gain level for audio output via respective jacks.

Page 1/2

Parameter	Description	Setting	Default Value
Main Out	This sets the gain level for audio output from the [OUTPUT] jacks (L + R).	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	Always set to "0 dB" for Preset Scenes (Output).
Phones Out	This sets the gain level for audio output from the [PHONES] jack.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	

Page 2/2

Parameter	Description	Setting	Default Value
IndivOut1/2	Sets the gain level for audio output from [INDIVIDUAL OUTPUT] jacks 1 and 2.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	Always set to "0 dB" for Preset Scenes (Output).
IndivOut3/4	Sets the gain level for audio output from [INDIVIDUAL OUTPUT] jacks 3 and 4.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	
IndivOut5/6	Sets the gain level for audio output from [INDIVIDUAL OUTPUT] jacks 5 and 6.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	
IndivOut7/8	Sets the gain level for audio output from [INDIVIDUAL OUTPUT] jacks 7 and 8.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	

Output → Phones EQ

This adjusts the EQ applied to headphone sounds.

NOTE

For more information about equalizers (EQ), refer to the diagrams on Page 25.

Page 1/5

Parameter	Description	Setting	Default Value
On/Off	Specifies whether or not to apply EQ to headphone sounds.	On, Off	Always set to "Off" for Preset Scenes (Output).
Type	This selects the EQ type applied to headphone sounds.	Refer to EQ type list	Always set to "Thru" for Preset Scenes (Output).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

Kit

Effect

[MIC / TRIG]

[CLICK]

Recorder

Looper

Sampling

[RECORDER]

[LIVE SET]

Utility

Output

Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

[MENU]

Setting Parameters

Page 2/5

Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band applied to headphone sounds.	16.0 Hz – 24.4 kHz	Always set to "100 Hz" for Preset Scenes (Output).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Output).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Output).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (Output).

Page 3/5

Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band applied to headphone sounds.	16.0 Hz – 24.4 kHz	Always set to "500 Hz" for Preset Scenes (Output).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Output).
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Output).

Page 4/5

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ mid-to-high frequency band applied to headphone sounds.	16.0 Hz – 24.4 kHz	Always set to "2.00 kHz" for Preset Scenes (Output).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Output).
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Output).

Page 5/5

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band applied to headphone sounds.	16.0 Hz – 24.4 kHz	Always set to "10.0 kHz" for Preset Scenes (Output).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Output).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Output).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band.	HighShelving, PeakDip	Always set to "HighShelving" for Preset Scenes (Output).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

[MENU]

Bluetooth

File

Factory Reset

Version

Aux In

This sets settings related to audio input via the [AUX IN] jack.

Aux In → Aux In Vol

This sets volume-related settings for audio input via the [AUX IN] jack.

Parameter	Description	Setting	Default Value
Volume	This adjusts the volume level of audio input via the [AUX IN] jack.	0 – 127	Always set to "100" for Preset Scenes (Aux In).

Aux In → Aux In EQ

This sets EQ-related settings for audio input via the [AUX IN] jack.

NOTE

For more information about equalizers (EQ), refer to the diagrams on Page 25.

Page 1/6

Parameter	Description	Setting	Default Value
On/Off	This sets whether to apply EQ to the audio input via the [AUX IN] jack (On) or not (Off).	Off, On	Always set to "Off" for Preset Scenes (Aux In).

Page 2/6

Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band for audio input via the [AUX IN] jack.	32 Hz – 2.0 kHz	Always set to "125 Hz" for Preset Scenes (Aux In).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Aux In).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Aux In).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (Aux In).

Page 3/6

Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the low-to-mid frequency band for EQ applied to audio input via the [AUX IN] jack.	100 Hz – 10.0 kHz	Always set to "500 Hz" for Preset Scenes (Aux In).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Aux In).
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Aux In).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

[MENU]

Bluetooth

File

Factory Reset

Version

Setting Parameters

Page 4/6

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the low-to-high frequency band for EQ applied to audio input via the [AUX IN] jack.	100 Hz – 10.0 kHz	Always set to "4.0 kHz" for Preset Scenes (Aux In).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Aux In).
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Aux In).

Page 5/6

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the high frequency band for EQ applied to audio input via the [AUX IN] jack.	500 Hz – 16.0 kHz	Always set to "9.0 kHz" for Preset Scenes (Aux In).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Aux In).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Aux In).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band. If LPF is selected, the entire equalizer changes to functioning as a low-pass filter.	HighShelving, PeakDip, LPF	Always set to "HighShelving" for Preset Scenes (Aux In).

Page 6/6

Parameter	Description	Setting	Default Value
HPF Freq	Separately from EQ settings, a high-pass filter (HPF) can also be applied to audio input via the [AUX IN] jack. The filter cuts sounds with frequencies lower than the frequency specified here. If "Thru" is specified, the HPF is not applied.	Thru, 56 Hz – 2.0 kHz	Always set to "Thru" for Preset Scenes (Aux In).
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Aux In).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]

USB Audio

Bluetooth

File

Factory Reset

Version

Aux In → Aux In Out

This setting is related to external output of audio input to this product via the [AUX IN] jack.

Page 1/2

Parameter	Description	Setting	Default Value
Mode	This specifies how to process left and right (L + R) audio inputs to this product via the [AUX IN] jack. **Stereo** Processes stereo input sounds directly as stereo output. **L Mono** Uses only sound from the left channel. **R Mono** Uses only sound from the right channel. **L+R Mono (L + R monaural)** Mixes the left and right channels and processes it as monaural sound. **L Guide** Select this setting to input separated audio, with guide (click) sounds input via the L channel and other backing sounds via the R channel. The guide (click) and backing sounds are output from the [PHONES] jack in the center pan position and only the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider. **R Guide** Select this setting to input separated audio, with guide (click) sounds input via the R channel and other backing sounds via the L channel. The guide (click) and backing sounds are output from the [PHONES] jack in the center pan position and only the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider.	Stereo, L Mono, R Mono, L+R Mono, L Guide, R Guide	Always set to "Stereo" for Preset Scenes (Aux In).
Main Out	For audio that is input via the [AUX IN] jack, this sets whether to output the audio from [OUTPUT] jacks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Aux In).
Phones Out	For audio that is input via the [AUX IN] jack, this sets whether to output the audio from [PHONES] jacks (On) or not (Off).	Off, On	
USB Audio Out 1/2	For audio that is input via the [AUX IN] jack, this sets whether to output the audio from the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Backing Out Level	The setting is displayed when Mode = L Guide or R Guide. This sets the volume level for backing sound output via the [OUTPUT] jacks and [USB TO HOST] terminal (USB Audio 1/2). If Mode = L Guide, then R becomes the backing sound, whereas if Mode = R Guide, then L becomes the backing sound.	0 – 127	Always set to "127" for Preset Scenes (Aux In).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG] Mic Trigger Kit Effect

[CLICK]

[RECORDER] Recorder Looper Sampling

[LIVE SET]

[MENU] Utility Output Aux In USB Audio Bluetooth File Factory Reset Version

Setting Parameters

Parameter	Description	Setting	Default Value
IndivOut	For left and right (L + R) audio inputs to the [AUX IN] jack, this sets which channel to use for external output.	Off, L1+R2, L3+R4, L5+R6, L7+R8, L(1+2), R(1+2), L(3+4), R(3+4), L(5+6), R(5+6), L(7+8), R(7+8), L1, R2, L3, R4, L5, R6, L7, R8, (L+R)1, (L+R)2, (L+R)3, (L+R)4, (L+R)5, (L+R)6, (L+R)7, (L+R)8	Always set to "Off" for Preset Scenes (Aux In).
IndivOut Vol	For left and right (L + R) audio inputs to the [AUX IN] jack, this sets the volume level for outputting the audio from the [INDIVIDUAL OUTPUT] jacks. If "Variable" is specified, the volume level is linked to [AUDIO] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Aux In).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]

Mic

Trigger

Kit

Effect

[CLICK]

[RECORDER]

Recorder

Looper

Sampling

[LIVE SET]

[MENU]

Utility

Output

Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

USB Audio

This sets settings related to audio inputs/outputs via the [USB TO HOST] terminal.

USB Audio → USB Audio

This sets settings related to audio inputs/outputs via the [USB TO HOST] terminal.

Parameter	Description	Setting	Default Value
Mode	This sets the audio channel configuration for audio inputs/ outputs via the [USB TO HOST] terminal. These settings are applied after the power is turned off and on.	2in/2out, 8in/10out	Always set to "2in/ 2out" for Preset Scenes (USB Audio).
In Volume	This adjusts the volume level of respective stereo channel inputs. The USB Audio In 3/4, 5/6, and 7/8 settings are only enabled if Mode = 8in/10out. Enter the setting after using the [F1] InSel button to select the USB audio channel for input.	0 – 127	Always set to "100" for Preset Scenes (USB Audio).
Out Gain	This adjusts the gain level when audio is output from the [USB TO HOST] terminal. The USB Audio Out 3 – 10 settings are only enabled if Mode = 8in/10out. Enter the setting after using the [F1] OutSel button to select the USB audio channel for output.	–18 dB, –12 dB, –6 dB, 0 dB, +6 dB, +12 dB, +18 dB	Always set to "0 dB" for Preset Scenes (USB Audio).

USB Audio → USB Audio EQ

This sets EQ-related settings for audio input via the [USB TO HOST] terminal. Use the [F1] InSel button to select the USB audio channel for input before setting the respective parameters here.

NOTE

For more information about equalizers (EQ), refer to the diagrams on Page 25.

Page 1/6

Parameter	Description	Setting	Default Value
On/Off	This sets whether to apply EQ to audio input via the [USB TO HOST] terminal (On) or not (Off). The "Off" setting is equivalent to Gain = 0 and HPF Freq = Thru for each frequency band.	Off, On	Always set to "Off" for Preset Scenes (USB Audio).

Page 2/6

Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band applied to audio input via the [USB TO HOST] terminal.	32 Hz – 2.0 kHz	Always set to "125 Hz" for Preset Scenes (USB Audio).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (USB Audio).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (USB Audio).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (USB Audio).

Setting Parameters

Page 3/5

Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the EQ low-to-mid frequency band applied to audio input via the [USB TO HOST] terminal.	100 Hz – 10.0 kHz	Always set to "500 Hz" for Preset Scenes (USB Audio).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (USB Audio).
MidLow Q	This sets the bandwidth to boost or cut near the frequency specified for the MidLow Freq setting. The smaller the setting value, the wider the bandwidth, resulting in a smoother sound changes. The larger the setting value, the narrower the bandwidth, resulting in more distinctive sound changes.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (USB Audio).

Page 4/6

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the EQ low-to-high frequency band applied to audio input via the [USB TO HOST] terminal.	100 Hz – 10.0 kHz	Always set to "4.0 kHz" for Preset Scenes (USB Audio).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (USB Audio).
MidHigh Q	This sets the bandwidth to boost or cut near the frequency specified for the MidHigh Freq setting. The smaller the setting value, the wider the bandwidth, resulting in a smoother sound changes. The larger the setting value, the narrower the bandwidth, resulting in more distinctive sound changes.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (USB Audio).

Page 5/6

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the EQ high frequency band applied to audio input via the [USB TO HOST] terminal.	500 Hz – 16.0 kHz	Always set to "9.0 kHz" for Preset Scenes (USB Audio).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (USB Audio).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (USB Audio).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band.	HighShelving, PeakDip, LPF	Always set to "HighShelving" for Preset Scenes (USB Audio).

Page 6/6

Parameter	Description	Setting	Default Value
HPF Freq	Separately from EQ settings, a high-pass filter (HPF) can also be applied to audio input via the [USB TO HOST] terminal. The filter cuts sounds with frequencies lower than the specified frequency. If "Thru" is specified, the HPF is not applied.	Thru, 56 Hz – 2.0 kHz	Always set to "0.7" for Preset Scenes (USB Audio).
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	0.7

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

[RECORDER]

Recorder

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]

USB Audio

Bluetooth

File

Factory Reset

Version

USB Audio → USB AudioOut

This setting is related to external output of audio input to this product via the [USB TO HOST] terminal. Use the [F1] InSel button to select the USB audio channel for input before setting the respective parameters here.

Page 1/2

Parameter	Description	Setting	Default Value
Mode	This specifies how to process audio input to this product via the [USB TO HOST] terminal. **Stereo** Processes stereo input sounds directly as stereo output. **L Mono** Uses only sound from the left channel. **R Mono** Uses only sound from the right channel. **L+R Mono (L + R monaural)** Mixes the left and right channels and processes it as monaural sound. **L Guide** Select this setting to input separated audio, with guide (click) sounds input via the L channel and other backing sounds via the R channel. The guide (click) sound and backing sound are output from the [PHONES] jack in the center pan position, and the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider. **R Guide** Select this setting to input separated audio, with guide (click) sounds input via the R channel and other backing sounds via the L channel. The guide (click) sound and backing sound are output from the [PHONES] jack in the center pan position, and the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider.	Stereo, L Mono, R Mono, L+R Mono, L Guide, R Guide	Stereo
Main Out	For audio that is input via the [USB TO HOST] terminal, this sets whether to output the audio from [OUTPUT] jacks (On) or not (Off).	Off, On	On
Phones Out	For audio that is input via the [USB TO HOST] terminal, this sets whether to output the audio from [PHONES] jacks (On) or not (Off).	Off, On	On
USB Audio Out1/2	For audio that is input via the [USB TO HOST] terminal, this sets whether to output the audio from the [USB TO HOST] terminal (On) or not (Off).	Off, On	On

Setting Parameters

Parameter	Description	Setting	Default Value
Backing Out Level	The setting is displayed when Mode = L Guide or R Guide. This sets the volume level for backing sound output via the [OUTPUT] jacks and [USB TO HOST] terminal (USB Audio 1/2). If Mode = L Guide, then R becomes the backing sound, whereas if Mode = R Guide, then L becomes the backing sound.	0 – 127	127

Page 2/2

Parameter	Description	Setting	Default Value
IndivOut	For left and right (L + R) audio inputs to the [USB TO HOST] terminal, this sets which channel to use for external output.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L(1 + 2), R(1 + 2), L(3 + 4), R(3 + 4), L(5 + 6), R(5 + 6), L(7 + 8), R(7 + 8), L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Off
IndivOut Vol	For left and right (L + R) audio inputs to the [USB TO HOST] terminal, this sets the volume level for outputting the audio from the [INDIVIDUAL OUTPUT] jacks. If "Variable" is specified, the volume is linked to [AUDIO] slider operations.	Variable, 1 – 127	Variable

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
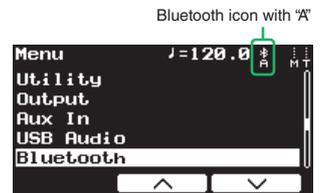Bluetooth
File
Factory Reset
Version

Bluetooth

■ Bluetooth (Wireless Audio/MIDI Communication)

This product supports using Bluetooth to receive audio (Bluetooth audio) or send/receive MIDI (Bluetooth MIDI). This setting sets mainly Bluetooth audio-related settings.

Bluetooth Audio Connection

To establish a Bluetooth audio connection, set the Bluetooth On/Off parameter to "On" and then pair the devices (described below). When the connection is established, "EAD50 Audio(xxxxxx)" is displayed on the Bluetooth device screen and "A" is displayed below the Bluetooth icon on the screen.

Bluetooth icon with "A"
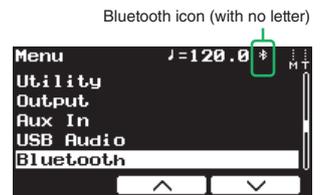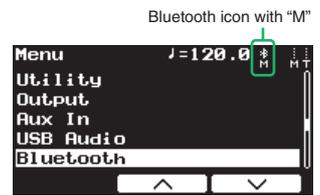
Bluetooth MIDI Connection

Set the Bluetooth On/Off parameter to "On" and then connect to this product via the app on the smartphone or other Bluetooth device. Pairing is not necessary. When the connection is established, "EAD50 MIDI(xxxxxx)" is displayed on the Bluetooth device screen and "M" is displayed below the Bluetooth icon on the screen.

Bluetooth icon with "M"

NOTE
- If no letter is displayed below the Bluetooth icon, then that indicates that both audio and MIDI communication are enabled.
- Also refer to relevant explanations, such as about Bluetooth connection examples, on .

Bluetooth icon (with no letter)

Bluetooth → Bluetooth

This sets basic Bluetooth settings.

Parameter	Description	Setting	Default Value
On/Off	This sets whether to use Bluetooth for audio/MIDI communication (On) or not (Off).	Off, On	Always set to "Off" for Preset Scenes (Bluetooth).
Volume	This adjusts the volume level of audio input via Bluetooth.	0 – 127	Always set to "100" for Preset Scenes (Bluetooth).
Pairing	Pressing the [ENTER] button starts pairing the Bluetooth devices. Selecting "EAD50 Audio(xxxxxxxx)" on the Bluetooth device screen as the device to connect starts pairing the devices. NOTE • Pair the devices within 5 minutes. The "Bluetooth pairing" message automatically ends after 5 minutes have elapsed. If prompted to enter a pass key, enter the number "0000". • Pairing the Bluetooth devices can also be started by holding down the [MENU] button. • The pairing operation is required when connecting a Bluetooth device to this product for the first time. Once the Bluetooth device is paired, it does not need to be paired again, unless the pairing is cancelled in the Bluetooth device.	—	—

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

USB Audio

[MENU]

Bluetooth

File

Factory Reset

Version

Bluetooth → Bluetooth EQ

This sets EQ-related settings for audio inputs via Bluetooth.

NOTE

For more information about equalizers (EQ), refer to the diagrams on .

Page 1/6

Parameter	Description	Setting	Default Value
On/Off	This sets whether to apply EQ to audio being input via Bluetooth (On) or not (Off). The "Off" setting is equivalent to Gain = 0 and HPF Freq = Thru for each frequency band.	Off, On	Always set to "Off" for Preset Scenes (Bluetooth).

Page 2/6

Parameter	Description	Setting	Default Value
Low Freq	This sets the midpoint of the EQ low frequency band for audio input via Bluetooth.	32 Hz – 2.0 kHz	Always set to "125 Hz" for Preset Scenes (Bluetooth).
Low Gain	Used to boost or cut signals near the frequency specified for Low Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Bluetooth).
Low Q	This sets the Q factor (frequency characteristics) for the EQ low frequency band. If Low Shape is set to LowShelving, then the Low Q value will have no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Bluetooth).
Low Shape	This selects the shape of frequency characteristics for the EQ low frequency band.	LowShelving, PeakDip	Always set to "LowShelving" for Preset Scenes (Bluetooth).

Page 3/6

Parameter	Description	Setting	Default Value
MidLow Freq	This sets the midpoint of the low-to-mid frequency band for EQ applied to audio input via Bluetooth.	100 Hz – 10.0 kHz	Always set to "500 Hz" for Preset Scenes (Bluetooth).
MidLow Gain	Used to boost or cut signals near the frequency specified for MidLow Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Bluetooth).
MidLow Q	This sets the Q factor (frequency characteristics) for the EQ low-to-mid frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Bluetooth).

Page 4/6

Parameter	Description	Setting	Default Value
MidHigh Freq	This sets the midpoint of the low-to-high frequency band for EQ applied to audio input via Bluetooth.	100 Hz – 10.0 kHz	Always set to "4.0 kHz" for Preset Scenes (Bluetooth).
MidHigh Gain	Used to boost or cut signals near the frequency specified for MidHigh Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Bluetooth).
MidHigh Q	This sets the Q factor (frequency characteristics) for the EQ mid-to-high frequency band.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Bluetooth).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

[MIC / TRIG]

Trigger

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]

USB Audio

Bluetooth

File

Factory Reset

Version

Setting Parameters

Page 5/6

Parameter	Description	Setting	Default Value
High Freq	This sets the midpoint of the high frequency band for EQ applied to audio input via Bluetooth.	500 Hz – 16.0 kHz	Always set to "9.0 kHz" for Preset Scenes (Bluetooth).
High Gain	Used to boost or cut signals near the frequency specified for High Freq.	–12 dB – 0 dB – +12 dB	Always set to "0 dB" for Preset Scenes (Bluetooth).
High Q	This sets the Q factor (frequency characteristics) for the EQ high frequency band. If High Shape is set to HighShelving, then the High Q value has no effect.	0.1 – 12.0	Always set to "0.9" for Preset Scenes (Bluetooth).
High Shape	This selects the shape of frequency characteristics for the EQ high frequency band.	HighShelving, PeakDip, LPF	Always set to "HighShelving" for Preset Scenes (Bluetooth).

Page 6/6

Parameter	Description	Setting	Default Value
HPF Freq	Separately from EQ settings, a high-pass filter (HPF) can also be applied to audio input via Bluetooth. The filter cuts sounds with frequencies lower than the specified frequency. If "Thru" is specified, the HPF is not applied.	Thru, 56 Hz – 2.0 kHz	Always set to "Thru" for Preset Scenes (Bluetooth).
HPF Q	This sets the Q factor (frequency characteristics) for the high-pass filter.	0.1 – 12.0	Always set to "0.7" for Preset Scenes (Bluetooth).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Bluetooth → Bluetooth Out

This sets external output-related settings for audio inputs to this product via Bluetooth.

Page 1/2

Parameter	Description	Setting	Default Value
Mode	This specifies how to process audio input to this product via Bluetooth during output. **Stereo** Processes stereo input sounds directly as stereo output. **L Mono** Uses only sound from the left channel. **R Mono** Uses only sound from the right channel. **L+R Mono (L + R monaural)** Mixes the left and right channels and processes it as monaural sound. **L Guide** Select this setting to input separated audio, with guide (click) sounds input via the L channel and other backing sounds via the R channel. The guide (click) sound and backing sound are output from the [PHONES] jack in the center pan position, and the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider. **R Guide** Select this setting to input separated audio, with guide (click) sounds input via the R channel and other backing sounds via the L channel. The guide (click) sound and backing sound are output from the [PHONES] jack in the center pan position, and the backing sound is output from the [OUTPUT] jacks and [USB TO HOST] terminal in the center pan position. The guide (click) volume for the [PHONES] jack can be adjusted with the [CLICK] slider and the backing volume can be adjusted with the [AUDIO] slider.	Stereo, L Mono, R Mono, L+R Mono, L Guide, R Guide	Always set to "Stereo" for Preset Scenes (Bluetooth).
Main Out	For audio that is input to this product via Bluetooth, this sets whether to output the audio from [OUTPUT] jacks (On) or not (Off).	Off, On	Always set to "On" for Preset Scenes (Bluetooth).
Phones Out	For audio that is input to this product via Bluetooth, this sets whether to output the audio from [PHONES] jacks (On) or not (Off).	Off, On	
USB Audio Out 1/2	For audio that is input to this product via Bluetooth, this sets whether to output the audio from the [USB TO HOST] terminal (On) or not (Off).	Off, On	
Backing Out Level	The setting is displayed when Mode = L Guide or R Guide. This sets the volume level for backing sound output via the [OUTPUT] jacks and [USB TO HOST] terminal (USB Audio 1/2). If Mode = L Guide, then R becomes the backing sound, whereas if Mode = R Guide, then L becomes the backing sound.	0 – 127	Always set to "127" for Preset Scenes (Bluetooth).

Modifier Knobs

LED Rotary Faders

[SCENE]

[MIC / TRIG]
Mic
Trigger
Kit
Effect

[CLICK]

[RECORDER]
Recorder
Looper
Sampling

[LIVE SET]

[MENU]
Utility
Output
Aux In
USB Audio
Bluetooth
File
Factory Reset
Version

Setting Parameters

Page 2/2

Parameter	Description	Setting	Default Value
IndivOut	For left and right (L + R) audio inputs to this product via Bluetooth, this sets which channel to use for external output.	Off, L1 + R2, L3 + R4, L5 + R6, L7 + R8, L(1 + 2), R(1 + 2), L(3 + 4), R(3 + 4), L(5 + 6), R(5 + 6), L(7 + 8), R(7 + 8), L1, R2, L3, R4, L5, R6, L7, R8, (L + R)1, (L + R)2, (L + R)3, (L + R)4, (L + R)5, (L + R)6, (L + R)7, (L + R)8	Always set to "Off" for Preset Scenes (Bluetooth).
IndivOut Vol	For audio inputs to this product via Bluetooth, this sets the volume level for outputting the audio from [INDIVIDUAL OUTPUT] jacks. If "Variable" is specified, the volume is linked to [AUDIO] slider operations.	Variable, 1 – 127	Always set to "Variable" for Preset Scenes (Bluetooth).

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

[MENU]

Aux In

USB Audio

Bluetooth

File

Factory Reset

Version

File

This is used for operations related to files saved in media (USB flash drive or SD card) connected to the EAD50 unit. For example, it is used to save data created on this product as files saved on a USB flash drive or SD card or, conversely, to load files saved on such media into this product.

NOTE

For an explanation of how internal memory relates to external memory (media), refer to the figures on Page 26.

File → File All

This operation relates to files (initially named "All.bin") used to store all Scenes, Live Sets, and User Voices created on this product.

NOTICE

Note that it does not include audio files and data recorded in internal memory using Recorder, Looper, or Sampling function.

● Save

This saves all Scenes, Live Sets, and User Voices created on this product as "All.bin" (initial file name) in a USB flash drive or SD card. To save the file, press [F1] to specify a file name and then press [ENTER].
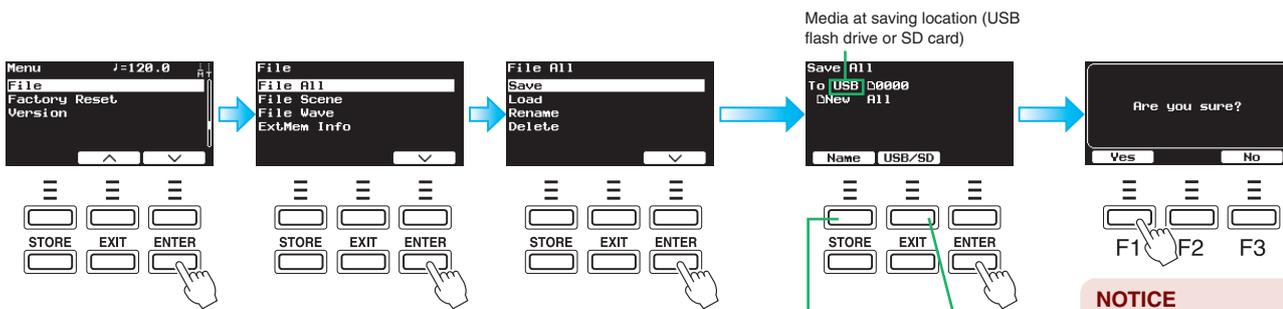
Media at saving location (USB flash drive or SD card)

If necessary, specify the saving location file name. For file naming instructions, refer to Page 50.
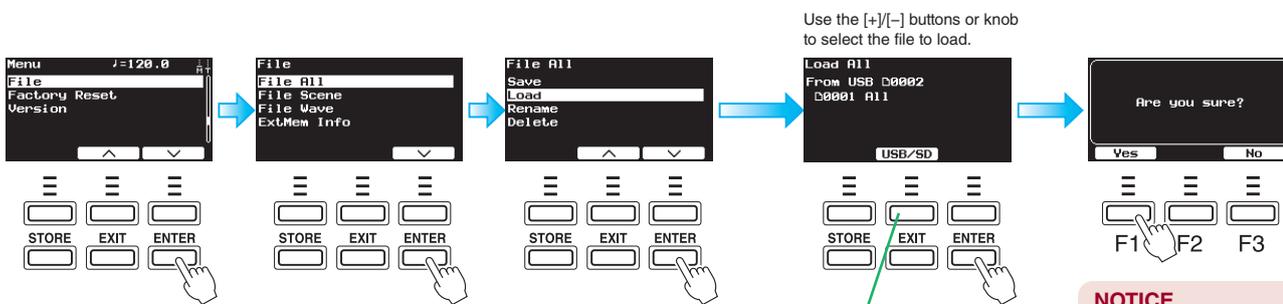
"USB/SD" is displayed if both a USB flash drive and SD card are connected. Use this button to select USB or SD.

NOTICE

If a file with the same file name already exists in the media where the file is being saved, an "Overwrite?" message is displayed. If that occurs, changing the file name, by pressing the [F3] No button to display the previous screen again, is recommended.

● Load

This loads the "All.bin" file (initial file name) saved in a USB flash drive or SD card into this product. Use the [+]/[−] buttons or knob to select the file and then press the [ENTER] button to load the file.

Use the [+]/[−] buttons or knob to select the file to load.

This is displayed if both a USB flash drive and SD card are connected. Use this button to select USB or SD.

NOTICE

Beware that this operation will delete all data stored in internal memory.

Modifier Knobs

LED Rotary Faders

[SCENE]

Mic

Trigger

[MIC / TRIG]

Kit

Effect

[CLICK]

Recorder

[RECORDER]

Looper

Sampling

[LIVE SET]

Utility

Output

Aux In

[MENU]

USB Audio

Bluetooth

File

Factory Reset

Version

● Rename

This is used to rename the "All.bin" (initial file name) file saved in a USB flash drive or SD card.
Use the [+]/[−] buttons or knob to select the file, press the [F1] Name button to change the file name, and then press the [ENTER] button to apply the change. For more information, refer to Page 50.

● Delete

This deletes the "All.bin" (initial file name) file saved in a USB flash drive or SD card.
Use the [+]/[−] buttons or knob to select the file and then press the [ENTER] button to delete the file.

File → File Scene

This operation is related to individually storing files for Scenes created on this product (initially named "Scene.bin").

● Save

This is used to individually save Scenes created on this product as a "Scene.bin" file (initial file name). If the selected Scene involves a User Voice, then the file also includes User Voice data.

Use the [+]/[−] buttons or knob to select the Scene to save.

Select the location for saving the file. Use the [+]/[−] buttons or knob to select an existing file or select a new Scene.

Save the file.

If necessary, specify the saving location file name. For file naming instructions, refer to Page 50.

This is displayed if both a USB flash drive and SD card are connected. Use this button to select USB or SD.

NOTICE
If a file with the same file name already exists in the media where the file is being saved, an "Overwrite?" message is displayed. If that occurs, changing the file name, by pressing the [F3] No button to display the previous screen again, is recommended.

● Load

This loads the "Scene.bin" file (initial file name) saved in a USB flash drive or SD card into the EAD50 unit.

Use the [+]/[−] buttons or knob to select the file to load.

Use the [+]/[−] buttons or knob to select the Scene number for the loading location.

Load the file.

This is displayed if both a USB flash drive and SD card are connected. Use this button to select USB or SD.

If necessary, set whether to load respective parameters within the Scene (On) or not (Off). For information about the data composition of Scenes, refer to Page 50.

NOTICE
All settings for the Scene number where the file is loaded will be deleted. Make sure the Scene where the file is being loaded does not include important settings.

NOTE
The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

● Rename

This renames Scene files saved in a USB flash drive or SD card.
Use the [+]/[−] buttons or knob to select the file, press the [F1] Name button to change the file name, and then press the [ENTER] button to apply the change. For more information, refer to Page 50.

● Delete

This deletes the "Scene.bin" (initial file name) file saved in a USB flash drive or SD card.
Use the [+]/[−] buttons or knob to select the file and then press the [ENTER] button to delete the file.

File →File Wave

This product supports three types of audio files: ".aif", ".aiff", and ".wav" files.

● Rename

This renames audio files saved in a USB flash drive or SD card.
Use the [+]/[−] buttons or knob to select the file, press the [F1] Name button to change the file name, and then press the [ENTER] button to apply the change.
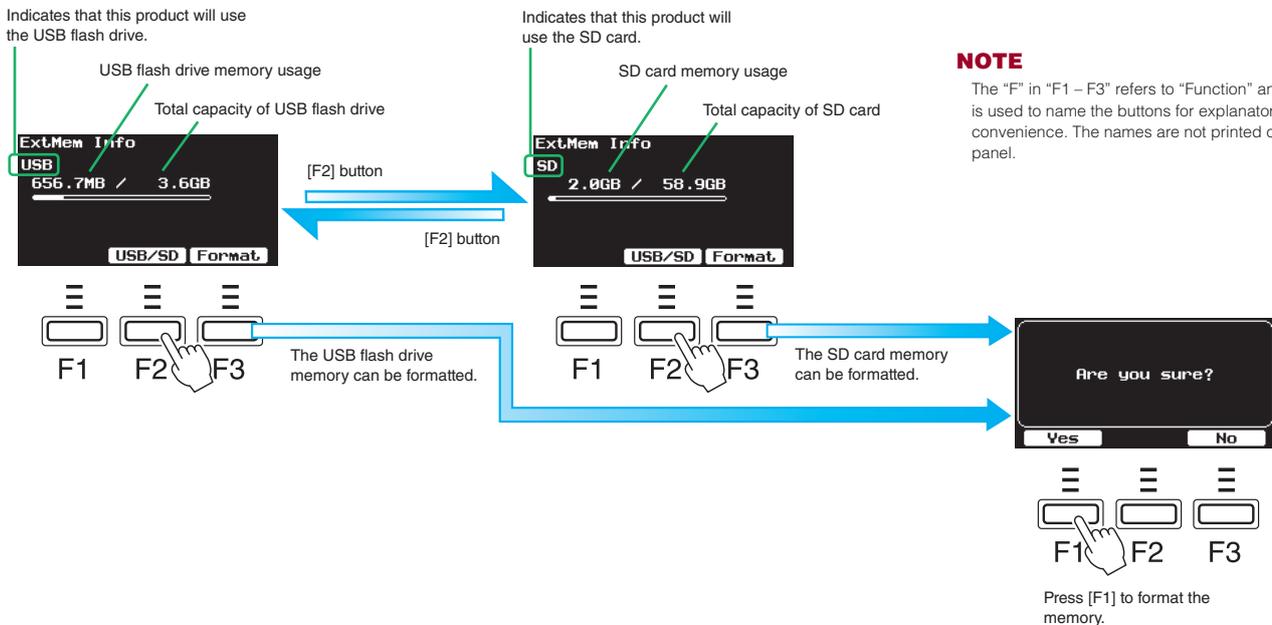
● Delete

This deletes audio files saved in a USB flash drive or SD card.
Use the [+]/[−] buttons or knob to select the file and then press the [ENTER] button to delete the file.

File → ExtMem Info (Usage/Format of External Memory)

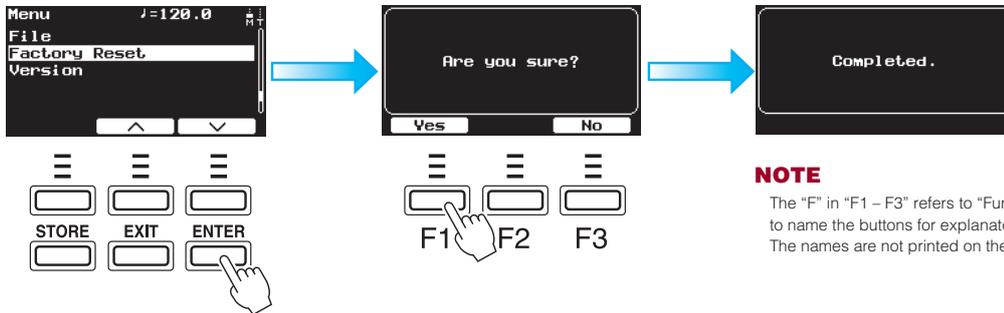Indicates how much of the media (USB flash drive or SD card) connected to this product is used.

Indicates that this product will use the USB flash drive.
USB flash drive memory usage
Total capacity of USB flash drive

Indicates that this product will use the SD card.
SD card memory usage
Total capacity of SD card

[F2] button
[F2] button

The USB flash drive memory can be formatted.
The SD card memory can be formatted.

Press [F1] to format the memory.

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Factory Reset

Resets internal memory to the initial status when shipped from the factory.

```
Menu       ♩=120.0
File
Factory Reset
Version
    ∧       ∨
```

```
Are you sure?

Yes           No
```

```
Completed.
```

STORE   EXIT   ENTER

F1   F2   F3

NOTE

The "F" in "F1 – F3" refers to "Function" and is used to name the buttons for explanatory convenience. The names are not printed on the panel.

Version

Displays the firmware version.

Appendix

Troubleshooting

Problem	Possible Causes	Solution	Pages
Unexpected Sound			
No Sound	Power is not turned On.	Check whether the power is on.	Quick Guide
	Depends on button operations of this product.	• Check the lamp status of the [MUTE ALL] button located in the lower left area of the panel. • Check lamp status of channel on/off buttons (1 – 5) located in the lower center area of the panel.	7 70 71
	The phantom power setting when the DSU50 or condenser mic is connected.	If a DSU50 sensor or condenser mic is connected, no sound will be produced unless the power is turned on. Check the phantom power setting on the following in the screen. [MIC/TRIG] → [F3] Setting → Mic → Mic In → Phantom	87
	A cable is not connected properly or is switched off.	Confirm that the DSU50 is properly connected to the main unit (this product).	DSU50 Owner's Manual
		Check the cables used for any damage/defects.	–
		Confirm that the headphones, amp, speakers, and other equipment are properly connected to the main unit (this product).	–
	Individual output destination settings in Effect settings	Check the settings on the following screens. [MIC/TRIG] → [F3] Setting → Mic → Mic Out → Effect Thru [MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Inst Out → Effect Thru If the Effect Thru setting is "On" in the screens above, check the on/off status for the 3 settings below. • Main Out (output from the [OUTPUT] jacks) • Phones Out (output to headphones) • USB Audio Out1/2 (output to connected computer)	93 107
No sound is produced or volume is not the expected level.	The volume of this product is not turned up	Check the slider positions in the lower right area of the panel.	7
		Check the status of fader LED lamps in the lower center area of the panel.	70 71
	The volume of this product level is not set correctly.	Check the volume level of each channel on the following screen and, if necessary, adjust the volume. [MIC/TRIG] → [F1] Volume	85
	Inadequate gain during input	Check the input gain to this product on the following screens and, if necessary, adjust them. [MIC/TRIG] → [F3] Setting → Mic → Mic In → Gain [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Gain	87 95
	For mic sound, the shape of the cable connector	Either XLR or TRS cables can be connected to [MIC/LINE] jacks, but the gain is lower for TRS cables. If the gain level does not increase enough using a TRS cable, try using an XLR.	8
	For mic sound, the Talk setting	Turning On the Talk setting will increase the input gain values for the corresponding [MIC/LINE] jack. If necessary, turn off the Talk setting.	61
	An external device connected to this product	Check both hardware factors, such as the power supply status, volume level, and slider positions, and also software factors, such screen settings, for external devices connected to this product.	–

Problem	Possible Causes	Solution	Pages
Unexpected Sound (continued)			
Headphone volume is low	The volume of this product is not turned up	Check the [PHONES] slider position in the lower right area of the panel.	–
	Performance of headphones being used	To make the EAD sound easier to hear, using an in-ear monitor that can block external sounds or closed-back headphones model is recommended. Note that depending on headphone performance, it may be difficult to hear low-frequency sounds, such as kick sounds.	–
	Parameter settings of this product	Try changing the gain setting on the following screen. [MENU] → Output → Output Gain → Phones Out	160
	Both [PHONES] jacks are used	This product is equipped with one standard headphones jack and one mini stereo jack. However, simultaneously connecting two headphones via both jacks will decrease the output of the headphones.	8
Trigger sounds are not produced or difficult to produce (with Trigger sensors attached or electronic drum pads installed)	Gain settings of this product	Check the corresponding pads (corresponding Trigger Inputs) to make sure the following settings are configured appropriately. [MIC/TRIG] → [F3] Setting → Trigger → Trig Pairing [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Gain, Rim Gain, Min Level, Max Level	94 95
	Pad type settings of this product	Check that the pad type setting is appropriate on the following screen. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Category, Type	95
	MIDI setting is not appropriate	Check the following setting. No Voice will be emitted if set to "Off". [MENU] → Utility → MIDI Local Control	159
	Trigger output level from connect pads is low	Check the pad Trigger output level adjustment knobs, if equipped.	–
Flam and roll sounds cannot be detected with the Trigger sounds (with Trigger sensors attached or electronic drum pads installed)	Parameter settings of this product	Adjust the setting value on the following screen. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Reject Time	96
A pad with position detection functionality do not produce sound properly	Parameter settings of this product	First, check whether the pad is connected to a [TRIGGER INPUT] jack that supports position detection functionality (3/8, 4/9, or 5/10). Next, check the pad type setting on the following screen. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Category, Type In addition, on the following screen, check the Voice assigned to the pad to confirm that it is compatible with position detection functionality based on the separately issued Data List "Voice List". [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice → Category, Number For cymbal pads, also confirm they are oriented in the correct direction. If oriented incorrectly, it could prevent adequately maximizing performance.	19 95 108

Problem	Possible Causes	Solution	Pages
Unexpected Sound (continued)			
Pad controls (such as for pads equipped on the XP120SD) do not function	–	This product does not support pad control functionality (equipped with some electronic drum pads).	–
Preview sounds are not produced or volume is low for audio files in external memory (USB flash drive or SD card).	[MIC/TRIG] slider position	[MIC/TRIG] sliders also adjust audio file preview volume. Preview the files with the slider in an appropriate position. For information about what each slider adjusts, refer to Page 7.	–
Click sound cannot be heard or its volume is low	Position of [CLICK] slider or [MIC/TRIG] slider	Check the [CLICK] slider first and then check the [MIC/TRIG] slider. [MIC/TRIG] sliders also adjust Click volume. This is because the click sound in an audio file on the external memory will be adjusted by the [MIC/TRIG] slider. For information about what each slider adjusts, refer to Page 7.	–
User Voice preview sounds cannot be heard or the volume is low.	[MIC/TRIG] slider position	[MIC/TRIG] sliders also adjust User Voice preview volume. Preview the files with the slider in an appropriate position. For information about what each slider adjusts, refer to Page 7.	–
Volume Balance			
The volume balance between percussion instruments in the performance is poor. • Balance between mic sounds* • Balance between Trigger sounds • Balance between mic and Trigger sounds** * Mic sound: - Acoustic drum sound ** Trigger sound: - Electronic sound (Voice) generated via the Trigger signal coming from the Trigger sensor attached to the acoustic drums - Electronic sound (Voice) generated via the Trigger signal coming from the drum pads	Adjustment status of LED rotary faders	Check the LED lamp status under the following conditions for the LED rotary faders located in the lower center area of the panel. • The [MIC] button and [MIXER] lamp are on (Gain, Volume) • The [TRIG] button and [MIXER] lamp are on (Volume)	70
	Volume settings of this product	Check the volume level of each channel on the following screen and, if necessary, adjust the volume. [MIC/ TRIG] → [F1] Volume	85
Volume balance between input sounds from connected external devices and EAD50 performance sound is poor	Volume settings	Adjust the [AUDIO] slider (audio from external device) and the [MIC/TRIG] slider (your performance sound) located in the lower right area of the panel.	7
	Volume setting of external device connected to this product	Check the setting.	–

Problem	Possible Causes	Solution	Pages
Volume Balance (continued)			
Volume balance between the playback sound from USB flash drive/ SD card (with the Recorder function) and the your performance sound is poor.	Volume settings	Adjust the [AUDIO] slider (playback sound from USB flash drive/SD card) and the [MIC/TRIG] slider (your performance sound) located in the lower right area of the panel..	7
Volume is low for specific drum sounds, such as cymbals	Positions where DSU50 sensor unit and mic are installed	The sound of drums positioned farther from mics, including sensor units, sometimes becomes quieter. Reconsider the drum set and mic positions or consider placing additional mics.	–
The sense of volume and low-frequency sound of the bass drum is inadequate	DSU50 sensor unit and/or mic placement status	To generate a sense of volume and low-frequency sound for the bass drum using the EAD50, the included DSU50 sensor unit is used to produce Trigger sounds. Therefore, confirm that the DSU50 unit is properly attached to the bass drum. To enhance the acoustic bass drum sound, rather than the Trigger sound, install an additional mic designed specifically for bass drums. DSU50 mics are tuned to capture sounds from the overall drum kit and are not designed specifically for bass drums. Therefore, using a commercially available mic designed specifically for bass drums is recommended.	DSU50 Owner's Manual
Bass drum Trigger sounds are not produced.	DSU50 sensor unit is not attached to the bass drum properly	Check whether the DSU50 sensor unit is properly fastened to the hoop.	–
	Bass drum status	Try adjusting the Triggers, because the status can be affected by the type or tension of the bass drum head.	–
Clicks cannot be heard during performances	Click volume setting or volume balance with other channels	If the Click sound is buried among other sounds, adjust the Click volume using the following operations. • Position of volume slider (balance between [CLICK] and other volume levels) in the lower right area of the panel • [CLICK] → Click → Volume	7 130
A User Voice does not produce sound.	The wave data assigned to the User Voice was deleted.	Use one of the screes below to confirm that a WAV file is assigned to the corresponding Voice. [MIC/TRIG] → [F3] Setting → Kit → User Voice → Edit Velocity Limit L/H [MIC/TRIG] → [F3] Setting → Kit → User Voice → Delete Wave	117

Problem	Possible Causes	Solution	Pages
Noise			
Noise is an overall concern	Cable used	In particular, if the cable connecting an external device is long, connecting the cable to an [OUTPUT -UNBALANCED-] jack (TRS cable) increases the probability of introducing noise, so connecting it to an [OUTPUT -BALANCED-] jack (XLR cable) is recommended.	–
Noise source cannot be found	–	Search for the noise source by successively switching each channel on/off. If the noise disappears when a channel is switched from on to off, then that channel is producing the noise.	70 71
Noise occurs in mic sound (acoustic drums, etc.)	Mic is not attached properly	If a DSU50 sensor unit is used, use the provided cable ties or other means to immobilize the cable near the sensor unit.	–
		If using a DSU50 unit, check whether it is properly fastened to the hoop.	–
		If using a DSU50 unit, be sure to connect it using the included cable. Using a similarly-shaped lighting control cable (DMX cable) can cause noise.	34
		If a mic is attached, check the vibration status around the mic.	–
	Gain setting is not appropriate	Adjust the gain value on the following screen. [MIC/TRIG] → [F3] Setting → Mic → Mic In → Gain	87
Noise occurs in Trigger sounds (with a Trigger sensor attached or electronic drum pads installed)	Mic is not attached properly	If a Trigger sensor is attached, check the vibration status around the sensor. If an electronic drum pad is installed, check the vibration status around the pad.	–
	Gain setting is not appropriate	Adjust the gain value on the following screen. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Gain	95
Noise occurs immediately after turning on the power.	Sometimes noise can occur while this product is searching for paired Bluetooth devices	That is not a malfunction. If not connecting to a paired Bluetooth device, turn off Bluetooth for this product on the following screen. [MENU] → Bluetooth → Bluetooth → On/Off	
Noise occurs immediately after turning on Bluetooth for this product.			
Howling sound is produced from speakers	A mic is positioned too close to a speaker	In particular, be especially careful of the monitor speaker orientation when setting up the speaker. Howling (phenomenon where a loud squeal sound is generated by a feedback loop between the mic and speaker) is occurring because a mic is picking up sound from a monitor speaker. Also beware that if a Scene marked "*1" in the Scene List (Page 79) is selected, howling can be expected to occur due to a somewhat higher gain setting.	

Problem	Possible Causes	Solution	Pages
Unexpected sound			
Tom resonance sounds feel intrusive when hitting the snare or kick drum.	The tom bottom head is resonating	Try removing the bottom head from the tom.	–
Hitting a pad once produces a Trigger sound twice (double Trigger)	The Trigger signal is recognized twice because the output level from electronic drum pads or Trigger sensors connected to this product is too high.	For connected electronic drum pads or Trigger sensors equipped with an output or sensitivity controller, adjust the controller (decrease the level).	–
		Check whether the following settings is too high. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Gain	95
		If a non-Yamaha pad is connected to [TRIGGER INPUT] jacks (3) to (5), try changing the following setting to "On". [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Attenuator	97
	The DSU50 sensor unit is not fastened to the bass drum hoop properly	Check whether the unit is fastened in accordance with the DSU50 Owner's Manual.	–
	For bass drums, the longer its sound, the more likely it is to cause a double Trigger.	Make adjustments to shorten the bass drum sound,	–
Sound is produced even when no hitting. A different drum sound from the one you play is produced.	Crosstalk occurs (phenomenon where a Trigger sound is produced for a Trigger signal emitted due to unintentional vibration)	Set the following setting to an appropriate value in the following screen. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Crosstalk → Reject Level	99
		If the level adjustment knob is attached to the electronic drum pad which seems be a source of unnecessary sound, adjust it to an appropriate level.	–
		Set the following setting to an appropriate value in the following screen. [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Min Level	96
		When the bass drum sound is produced even if you hit the snare drum, reattach the DSU50 sensor unit in a location farther away from the snare drum. That resolves the problem in some cases.	–
Sound is distorted	Volume is increased too much	Adjust the volume sliders located in the lower right area of the panel.	7
	Gain settings	Check whether the following settings are too high. [MIC/TRIG] → [F3] Setting → Mic → Mic In → Gain [MIC/TRIG] → [F3] Setting → Trigger → Trig In → Pad → Gain	87 95
	Connection method used to input audio from external audio devices or mics to this product	First, confirm that the output level from the external audio device is appropriate. Next, TRS cables connected to [MIC/LINE] jacks will have a lower gain value than XLR cables. If the sound is distorted after reducing the gain level by connecting an XLR cable, connecting a TRS cable is recommended.	8
	Filter settings	Check the setting on the following screen for the layer suspected of having distorted sound. [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice → Resonance	108
	Effect settings	Check the distortion or other Effect settings on the following screen. [MIC/TRIG] → [F3] Setting → Effect	120

Problem	Possible Causes	Solution	Pages
Recorder-related phenomena (Recording, Looping, and Sampling			
Sound from external audio devices connected to this product cannot be recorded	Parameter settings	Check the following settings. [RECORDER] → [F3] Setting → Recorder Rec → Rec Aux In, Rec USB Audio In 1/2, Rec USB Audio In 3/4, Rec USB Audio In 5/6, Rec USB Audio In 7/8, and Rec Bluetooth [RECORDER] → [F3] Setting → Looper Rec → Rec Aux In, Rec USB Audio In 1/2, Rec USB Audio In 3/4, Rec USB Audio In 5/6, Rec USB Audio In 7/8, and Rec Bluetooth [RECORDER] → [F3] Setting → Sampling Rec → Rec Aux In, Rec USB Audio In 1/2, Rec USB Audio In 3/4, Rec USB Audio In 5/6, Rec USBAudio In 7/8, Rec Bluetooth	140 147 148 153
Cannot record Click sound.	Parameter settings	Check the following settings. [RECORDER] → [F3] Setting → Recorder Rec → Rec Click [RECORDER] → [F3] Setting → Looper Rec → Rec Click [RECORDER] → [F3] Setting → Sampling Rec → Rec Click	140 147 153
Cannot record data in the USB flash drive or SD card	The screen is in the Looper or Sampling mode	This product includes three types of Recording functions—Recorder, Looper, and Sampling. Of those, the Looper and Sampling modes record sounds in the internal memory, which is unrelated to external memory (USB flash drive or SD card).	145 151
	Both a USB flash drive and SD card are connected, but setting which to use for recording sound cannot be specified properly.	Correctly select the medium to use for Recording.	136
	The USB flash drive and SD card have insufficient storage capacity available.	Use the following screen to check the USB flash drive and SD card capacity available. [MENU] → File → ExtMem Info	177
	The USB flash drive/SD card is write-protected	Disable the USB flash drive/SD card write protection.	–
	USB flash drive or SD card specifications are not suitable for this product.	Refer to Page 186 .	–
Volume is low for playing audio files stored in a USB flash drive or SD card via this product.	Playback volume setting	Adjust the [AUDIO] volume slider located in the lower right area of the panel.	7
	Volume setting during Recording	Adjust the recording volume to an appropriate level when using the Recording function of this product. [RECORDER] → [F3] Setting → Recorder Rec → Rec Gain [RECORDER] → [F3] Setting → Looper Rec → Rec Gain [RECORDER] → [F3] Setting → Recorder Sampling Rec → Rec Gain	140 147 153
Files in the USB flash drive or SD card cannot be played back by this product or stops before finishing	The file format is not supported	Check the file format and Sampling frequency.	191
	The USB flash drive/SD card performance is insufficient.	A USB flash drive or SD card with at least 4 GB capacity is recommended. For a list of supported USB flash drives, refer to the "List of functionality checked USB flash drives" (PDF) on the Yamaha website.	–

Problem	Possible Causes	Solution	Pages
Recorder-related phenomena (Recording, Looping, and Sampling) (continued)			
Recorded data disappeared	After recording data in internal memory, the power was turned off before the data was saved in the USB flash drive/SD card.	Whether recording data with the Recorder, Looper, or by Sampling, eventually save the recorded data in external memory (USB flash drive or SD card).	137 146 131
Audio files cannot be loaded from external memory (USB flash drive/ SD card) into User Voices.	The available wave memory for storing User Voices might be full.	Check the wave memory capacity on the following screen. [MIC/TRIG] → [F3] Setting → Kit → User Voice → WaveMem Info Unneeded wave data can be deleted on the following screen. [MIC/TRIG] → [F3] Setting → Kit → User Voice → Delete Wave	117
	The file format is not supported	For the file format supported by this product, refer to the Specifications.	191
	The directory of the external memory where the audio file was saved is not appropriate	Move the audio file to the root directory of the external memory.	–
No sound is produced when recorded data is replayed or the volume is low	[OUTPUT] slider position	[OUTPUT] sliders also adjust the volume during recording. Adjust the slider to an appropriate position before recording. For information about what each slider adjusts, refer to Page 7.	7
Power supply-related phenomena			
The power turns off automatically.	Auto Power Off function	In cases where the power turning off would be problem, such as during live performances, disable the Auto Power Off function on the following screen. [MENU] → Utility → Auto Power Off	158
Power cannot be turned on	The AC power adapter is not connected	Check whether the power adapter is connected.	–
Data-related			
Changed settings disappeared	The Scene was changed without storing the changes	All edits on this product are cleared whenever a different Scene is selected. If settings are intended for creating a User Scene, be sure to save the settings via the [STORE] button before switching the Scene.	78
	Power was interrupted by unplugging the power cable	Except for data recorded with the Recorder, all the settings are retained even if the power is turned off. However, the settings are not retained if the power is interrupted by unplugging the cable.	–
Settings are not changed as expected after switching Scenes. Alternatively, unintended settings were changed.	A setting recalled during Scene selection was not set appropriately.	Check the settings on the following screens. [SCENE] → [F3] Setting → Scene Load	28 75
Data cannot be saved in external memory (USB flash drive or SD card)	USB flash drive or SD card specifications are not suitable for this product.	For informations about the USB flash drive which this product supports, check the support page on the Yamaha website.	–
		If not recognized by this product, reformat the USB flash drive/ SD card with this product. [MENU] → File → ExtMem Info	177
		Use the following screen to check the USB flash drive and SD card capacity available. [MENU] → File → ExtMem Info	177
		Check whether the USB flash drive or SD card is write-protected.	–

Problem	Possible Causes	Solution	Pages
Smart device/computer-related			
Cannot communicate with smart devices via a wired connection	—	Check the connection method. For more details, refer to the Smart Device Connection manual (PDF).	–
	USB cable (USB-C to Lightning cable) was used to connect to an iOS smart device	If connected using a USB cable (USB-C to Lightning cable), this product will become the host. To ensure the smart device is the host, use a Lightning-USB3 camera adapter to connect to an iOS smart device.	–
Cannot connect to or communicate with Bluetooth devices, such as smart devices.	—	Check the connection method. For more details, refer to the Smart Device Connection manual (PDF).	–
	Bluetooth is off for this product.	Set the Bluetooth setting to "On" on the following screen. [MENU] → Bluetooth → Bluetooth → On/Off	170
	The smart device Bluetooth setting is "Off".	Change the smart device Bluetooth setting to "On".	–
	This product is not paired with the connected Bluetooth device	Change the smart device Bluetooth setting to "On" and then hold down the [MENU] button on this product. That starts pairing the devices.	170
	A device that emits electromagnetic waves, such as a microwave oven or wireless LAN device, is located nearby.	Use this product in a location away from products that emit electromagnetic waves in the 2.4 GHz band.	–
Cannot communicate with DAW or other software on a computer	A driver was not installed in the computer	For Windows operating systems, the Yamaha Steinberg USB Driver must be installed.	40
	This product turned off or shut off on its own while application software such as DAW was being operated.	It this product is shut off while it is connected to a computer (DAW), communication with the computer might not be restored by simply turning the power on again in some cases. In such cases, temporarily close the application software, turn this product off and on, and then restart the software application in the computer. When connecting to the computer, setting the Auto Power Off setting to "Off" on the following screen is recommended. [MENU] → Utility → Auto Power Off	158
	The USB cable is not connected correctly	Confirm that the USB Cable is correctly connected.	–
Audio sound output to the computer cannot be heard or its volume is low	[OUTPUT] slider position	[OUTPUT] sliders also adjust the USB audio output volume. Adjust the slider to an appropriate position. For information about what each slider adjusts, refer to Page 7.	–
MIDI-related			
A connected external MIDI tone generator does not produce sound	MIDI specifications of the connected device	If connected to the [USB TO HOST] terminal, MIDI communication is only possible between this product and MIDI devices with the same USB Trigger link functionality. Note that for MIDI devices without that functionality, MIDI communication is not possible even if physically connected.	112
	The MIDI channel does not match	Check the MIDI settings on the following screens and the MIDI settings on the external device. [SCENE] → [F3] Setting → Modifier → CC Channel, CC Port [MIC/TRIG] → [F3] Setting → Kit → Voice → Voice MIDI → Note Ch, Note Port, CC Channel, CC Port	77 111

Message List

Message	Description
Are you sure?	Displayed to confirm whether to execute respective operations.
Auto power off is disabled. Energy consumption might increase.	Displayed if the Auto Power Off function was disabled by holding down the [MENU] button while turning on the power.
Backup error.	Displayed when power is turned on, if writing (saving) data to internal memory failed when power was turned off the previous time. If this message is displayed, settings are automatically reset to factory default settings.
Bluetooth pairing....	This indicates that the system is waiting to be paired with a separate Bluetooth device. For more information, refer to Page 170.
Canceled.	Displayed when the cancel process is finished.
Can't process.	The process failed.
Completed.	Displayed when a process such as storing a Scene, loading/saving a file, or executing a job is completed.
Connecting USB device... Connecting SD card...	This indicates the system is trying to recognize a USB flash drive connected to the [USB TO DEVICE] terminal or an SD card inserted in the SD card slot.
Energy consumption might increase depending on the setting.	Displayed if a change to the Auto Power Off setting was attempted.
Excessive demand for USB power.	This indicates that the USB flash drive connected to the [USB TO DEVICE] terminal is consuming more power than specified.
External memory not ready.	Displayed if an external memory device (USB flash drive or SD card) is not inserted properly.
External memory's transfer speed too slow.	Displayed when data is not transferred to external memory (USB flash drive or SD card) with enough speed. For a list of various devices with functionality verified by Yamaha, refer to the "List of Devices with Functionality Checked" on the Yamaha website.
Factory Reset initializing ...	Displayed if settings are reset to factory settings during startup.
File already exists.	A file with the same name already exists.
File not found.	There is no file of the selected type.
Illegal file.	Displayed if the file being loaded is not supported by this product.
Incompatible USB device.	Displayed if a USB device not compatible with this product is connected to the [USB TO DEVICE] terminal.
Invalid USB device Invalid SD card	This indicates the USB flash drive connected to the [USB TO DEVICE] terminal or the SD card inserted in the SD card slot is defective. Format the device on this product (Page 177) and then try the operation again.
No data.	Displayed if no applicable data is available for executing Recorder or wave-related functionality.
No response from USB device.	There is no response from the USB device connected to [USB TO DEVICE] terminal.
Now importing...	Displayed during importing.
Now loading...	Displayed during loading of files.
Now processing...	Displayed during storing of Scenes or executing other functionality. Displayed during post-processing when loading/saving of files is canceled.
Now saving...	Displayed during saving of files.

Message	Description
Overwrite?	Displayed in the following situations. • When saving a file, a file with the same name already exists in the USB flash drive or SD card. • Displayed when attempting to store a User Scene that was previously stored.
Please keep power on.	Data is being written in internal memory. Do not turn off the power.
Please reboot to enable the new USB Audio Mode.	Displayed after a USB audio mode setting was changed. Settings are enabled after the power is turned off and on.
Please stop Recorder.	Displayed when a specific operation is performed during recording with the Recorder. Stop the Recorder before performing the operation.
Read only file.	Displayed if a file operation is performed with a read-only file selected.
Recording time limit exceeded.	Displayed when the recording time limit is reached while recording with the Recorder. The time limit is about 1 minute and 30 seconds when using internal memory or 90 minutes when using a USB flash drive or SD card. It is also displayed if the USB flash drive or SD card becomes full during recording.
Sample is too long.	The sample is too long to load.
Sample is too short.	The sample is too short to load.
Shutdown	The power supply is being shut down. Do not unplug the AC power adapter until the message disappears.
USB device connection terminated. SD card connection terminated.	The connection was terminated due to an abnormal electrical current level in the external memory (USB flash drive or SD card). Disconnect the USB flash drive or SD card and then press the [OK] button.
USB device full. SD card full.	Displayed if the external memory (USB flash drive or SD card) capacity is full and the file cannot be saved. Either prepare a new USB flash drive/SD card or delete unnecessary files and then try the operation again.
USB device list full. SD card list full.	Displayed if the USB flash drive or SD card cannot record new data because it has reached its capacity for the number of files. Either prepare a new USB flash drive/SD card or delete unnecessary files and then try the operation again.
USB device read/write error. SD card read/write error.	An error occurred while reading/writing to external memory (USB flash drive or SD card).
USB device transmission error.	An error occurred while communicating with the USB device.
USB device write protected. SD card write protected.	Displayed if an external memory device (USB flash drive or SD card) is write protected.
User Voice Bank full.	Displayed if the total number of User Voice banks exceeded the maximum.
User Voice full.	Displayed if the total number of User Voices exceeded the maximum.
Wave full.	Displayed if the total number of waveforms exceeded the maximum.
Wave memory error.	Displayed if writing data to wave ROM memory failed. Displayed the next time the power is turned on if wave data could not be saved properly. After the error message is displayed, a process for restoring the data is executed automatically.
Wave memory full.	Displayed if a file cannot be imported or a job loaded/processed because waveform memory is full.

Content List

This product is equipped with the following content.

Content	Selection Screen	Location Listed/ Indicated
Scene	[SCENE]	Page 79
Inst	[MIC/TRIG] → [F3] Setting → Kit → Inst → Inst → Category, Number	Data List
Voice	[MIC/TRIG] → [F3] Setting → Kit → Voice → Voice → Category, Number	Data List
Effect Type		Data List
Reverb Type	[MIC/TRIG] → [F3] Setting → Effect → Reverb → Category, Type	Data List
FX1 Type	[MIC/TRIG] → [F3] Setting → Effect → FX1 → Category, Type	Data List
FX2 Type	[MIC/TRIG] → [F3] Setting → Effect → FX2 → Category, Type	Data List
Ins1 Mic	[MIC/TRIG] → [F3] Setting → Effect → Ins1 Mic → Category, Type	Data List
Ins2 Mic	[MIC/TRIG] → [F3] Setting → Effect → Ins2 Mic → Category, Type	Data List
Ins Trig	[MIC/TRIG] → [F3] Setting → Effect → Ins Trig → Category, Type	Data List
Master FX	[MIC/TRIG] → [F3] Setting → Effect → Master FX → Category, Type	Data List
Master Comp	[MIC/TRIG] → [F3] Setting → Effect → Master Comp → Category, Type	Data List
Phones EQ	[MENU] → Output → Phones EQ → Type	Data List

Of the content indicated above, all data other than Scenes is listed in the separately provided data list.
The data list can be obtained from the following website.

    Yamaha Download Site: https://yamaha.com/support/

Specifications

Main Unit

Scenes			Preset: 70 or more, User: 200
Tone Generator	Mic	Mic EQ	14
		Mic Transient Compressor	19
		Mic Insertion Effect 1	252
		Mic Insertion Effect 2	252
	Trigger	Tone Generator	AWM2
		Maximum Polyphony	256
		Parts	24
		Number of Voices	2317
		Inst EQ	13
		Inst Transient Compressor	21
		Inst Insertion Effect	252
	Mic/Trigger	Reverb	137
		FX1	247
		FX2	247
		Master FX	252
		Master Compressor	33
		Master EQ	5 bands
	Others	Click EQ	1
		Audio EQ	Recorder, Looper, Aux In, USB Audio, Bluetooth
		Phones EQ	13 (4 bands)
User Samples	Import limit		500 User Voices, each with 10 Banks
	Maximum loadable Sample Time		Approx. 158 minutes (44.1 kHz, 16-bit, mono) Approx. 79 minutes (44.1 kHz, 16-bit, stereo)
	Sample Format		WAV, AIFF
Functions			Integrated Trigger Input, Mic Talk Function, Gain Auto Setup, Crosstalk Auto Setup, Voice Function
Click	Tempo		30.0 to 300.0 BPM, tap tempo function
	Time Signatures		1/4 to 16/4, 1/8 to 16/8, 1/16 to 16/16
	Subdivisions		Accents, quarter notes, eighth notes, sixteenth notes, and eighth-note triplets
	Others		Per-note click parameter control (voice, volume, pan, tuning), wave import, timer, recorder sync
Recorder	Maximum Recording Time	Internal Memory	Approx. 90 sec
		External Memory	Approx. 90 min
	Maximum Looper Time	Internal Memory	Approx. 30 sec
	Maximum Sampling Time	Internal Memory	Approx. 30 sec
	Format		WAV (44.1 kHz, 16-bit, stereo)
	Functions		Recorder (playback x 2), Looper, Sampling
Live Sets			User: 50 x Step: 50
Panel	Display	Main Display	Full Dot LCD (198x100 dot)
	Controllers	Modifier Knob	6 (40 assignable functions)
		LED Rotary Fader	5 (33 assignable functions)
		Volume Controller	Slider (AUDIO, CLICK, MIC/TRIG, OUTPUT, PHONES)
		Others	MUTE ALL button, Channel On/Off button, Channel Indicator, etc.

Connectivity	Trigger Input	Multi Piezo (L: piezo, R: piezo)	TRIGGER INPUT ❶KICK/❻, ❷SNARE/❼ (standard stereo phone jack)
		Multi Piezo (L: piezo, R: piezo), Single Piezo (L: piezo, R: switch), with Attenuator	TRIGGER INPUT ❸/❽, ❹/❾, ❺/❿ (standard stereo phone jack)
		Maximum number of pads to be connected	10 (when Y-cable is used)
	Foot Switch		FOOT SW 1, 2 (standard stereo phone jack)
		Function	HH Controller, Expression, On/Off, Inc/Dec
	Audio Input	Mic/Line Input	MIC/LINE INPUT 1, 2, 3, 4, 5 (XLR/TRS combo jack, balanced) Phantom power (+48V) available
		Aux Input	AUX IN (mini stereo phone jack)
	Audio Output	Main Output	OUTPUT L, R (XLR jack, balanced) OUTPUT L/MONO, R (standard TS phone jack, unbalanced)
		Individual Output	INDIVIDUAL OUTPUT 1, 2, 3, 4, 5, 6, 7, 8 (standard TRS phone jack, balanced)
	Headphones		PHONES (standard stereo phone jack × 1, mini stereo phone jack × 1)
	MIDI		MIDI OUT
	USB TO HOST	Type	USB Type-C ×1
		MIDI	2 port
		Audio	2 in 2 out, 24-bit, 44.1/48/96 kHz (Synchronous) 8 in 10 out, 24-bit, 44.1 kHz (Asynchronous)
	USB TO DEVICE	Type	USB Standard-A × 1
		MIDI	USB Trigger Link (USB MIDI Host Function)
	External Memory	USB Flash Drive	Supported
		SD Card	Supported capacity: SDHC (max. 32 GB), SD (max. 2 GB)
	Bluetooth*	Audio	Supported profile: A2DP, Compatible codec: SBC
		MIDI	Comply with Bluetooth Low Energy MIDI Specification
		Bluetooth Version	5.0
		Wireless Output	Bluetooth Class 2
		Radio Frequency	2.4 GHz
Power Supply	AC Adaptor		PA-300C (Output: DC16 V, 2.4 A)
	Power Consumption		22 W (when using PA-300C AC Adaptor)
	Standby Power Consumption		0.3 W
	Auto Power Off		Yes
Size/Weight	Dimensions (W × D × H)		394 (W) × 252 (D) × 106 (H) mm
	Weight	Main Unit Only	3.5 kg

* Bluetooth capability
  Depending on the country in which you purchased the product, the instrument may not have Bluetooth capability.

Sensor Unit

Sensor Unit (Model)	DSU50
	Refer to the Owner's Manual of the DSU50.

Other

Included Accessories	for Main Unit	EAD50 Quick Guide, Safety guide, Cubase AI download information, AC adapter (PA-300C or an equivalent recommended by Yamaha)*, Module holder, Module holder wing bolts (× 4), Standard stereo phone cable (× 1), 3-pin XLR cable (× 2), Cable bands (× 3) (*) May not be included depending on your area. Check with your Yamaha dealer.
	for Sensor Unit	DSU50 Owner's Manual, Stereo 5-pin XLR microphone cable, Adhesive cushions (× 2)
Separately Sold Accessories		Please check the website for more information on other available accessories (https://download.yamaha.com/)

For Open Source Software

The firmware of this product contains open source software. For copyright information and terms of use for each open source software, access the Yamaha website below and select your country. Then, click on "Documents and Data" and enter the model name.

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