# EFNOTE mini

## Reference Guide
### (for Ver 1.0)

EN

# Contents

For the latest product information, please refer to the web below.

**Product Information**
ef-note.com/products/drums/EFNOTEmini

Product Info

# Basic Operation

## ■ Sound Module

USB Audio/MIDI Port
(USB 2.0 C Type)
(p. 26)

Touch Display

Power Indicator

Trigger/Tempo Indicator

Power (Push)
Value Knob (Rotate)

EFNOTE mini

DC IN

Analog Audio In
3.5mm (1/8") Stereo Phone

Phones (3/4) Output
3.5mm (1/8") Stereo Phone

Designed in Japan

E F N O T E

LINE OUT L/R (1/2)
1/4" Phone

R   LINE OUT   L

MULTI

MULTI
Cable In

## ■ Power On/Off

### Power On

**1**



1 sec.

**2**



E F N O T E

* After turning the power on, adjust the hi-hat before playing the drums to get the best playing feel (p. 20).

### Power Off

**1**



**2**



POWER MENU
63%  64%
Power Off..  HH Calib.

**3**



POWER OFF
Turn off the power.
Are you sure?
✕ Cancel    ✓ Power Off

**4**



Shutdown...
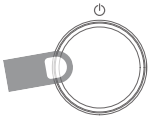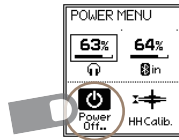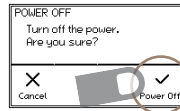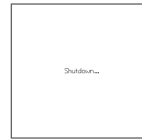
* Not doing this procedure may result in loss of changes.

* The power save function will turn power off automatically after specified period. It can be disabled (p. 23).

# ■ Home Screen

### Switching drum kits

Shows kit list

Previous drum kit

Next drum kit

TAP

TAP

Touch to select

Widgets (p. 7)　　Menu (p. 9)

Duplicates drum kit

Deletes/restores drum kit

KIT
01: FunQ pico
02: First Note mini
03: EAST COAST '70s
04: Vintage Collection
05: STREET GROOVE
06: STUDIO SESSION
07: American Classic
08: Signature Maple
09: Mellow
10: METAL MASTER

Cancel　Restore　Duplicate　OK

Volume　Info　Click　Record　Menu

\* Preset drum kits can be edited, but cannot be renamed or deleted.

\* The edited preset drum kit can be restored by "Restore".

\* User drum kits are listed after the preset drum kits and sorted by the drum kit name.

\* Actual kit names may vary.

### Opening the kit list

1 In the home screen, tap on the center of the kit name area.

### Creating a new drum kit / Duplicate the drum kit (User drum kit)

1 Open the kit list, and select a drum kit as a source of duplication.

2 Tap Duplicate

3 Enter the new kit name and tap the OK.

Regarding the name entry window, see p. 13.

### Restoring the preset drum kit

1 Open the kit list, and select a preset drum kit that you want to restore.

2 Tap Restore , and tap the OK in the confirmation window.

### Deleting the user drum kit (duplicated drum kit)

1 Open the kit list, and select a user drum kit that you want to delete.

2 Tap Delete , and tap the OK in the confirmation window.

## ■ Widgets

These widgets control various settings easily at the home screen.

\* Some other widgets can be open from the menu (p. 9).

**Volume**

Analog audio in level
USB audio in level
Bluetooth audio in level
Phones output volume
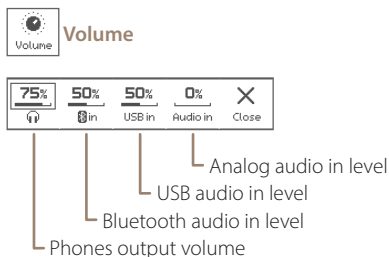
\* The line out level can be linked with the phones level (p. 23).

\* Be careful with loud audio volume.

**CAUTION**  Be sure not to listen to audio at high volume. It can cause permanent hearing loss.

**Inst Info**

Shows instrument assigned to the pad
Pad level

\* Clipping may occur when exceeding 85%.

**Click (Metronome)**

Tempo (BPM)
Beat (Time signature)
Click level

Turns click on/off
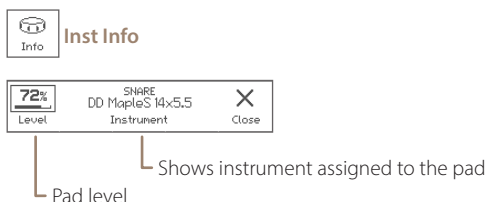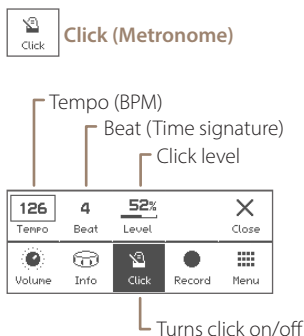
\* For the detailed click setup, see (p. 15).

\* When the drum kit is switched, the click sound will be interrupted while loading the kit.

**Recorder**

Records your drum performances by MIDI, for sound check on stage, transferring to your DAW, or later self review.

| ▶ | ● | 🗑 | ✕ |
|---|---|---|---|
| Play | Rec | Clear | Close |

└ Clears recorded data
└ Goes to recording stand-by
└ Play

**Rec Standby**

| 01-1 | ■ | ▶ | ☑ | ✕ |
|------|---|---|---|---|
| Standby | Stop | Start | Auto Rec | Close |

└ Starts recording automatically when any pad is struck
└ Starts recording
└ Cancels recording
└ Status

**Recording**

| 08-1 | ■ | | | ✕ |
|------|---|---|---|---|
| Recording | Stop | | | Close |

└ Stops recording
└ Status

**Playing**

| 06-2 | ■ | ◀◀ | ▶▶ | ✕ |
|------|---|----|----|---|
| Playing | Stop | FRwd | FFwd | Close |

└ Fast forward
└ Fast rewind
└ Stops playing
└ Status
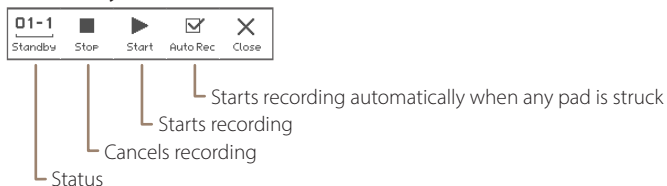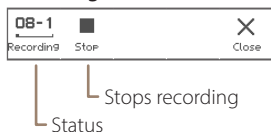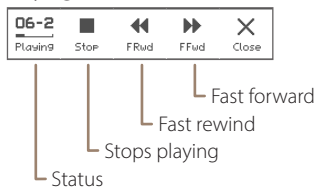
\* Any other audio/MIDI sources are not recorded.

\* Tempo and beat settings are not recorded.

\* If the recording widget is closed, the recording will be stopped.

\* The recorded data will be stored even if the power is turned off.

\* The playback will not send any MIDI data.

■  | Menu | **Menu**

This menu takes you to the various screens.
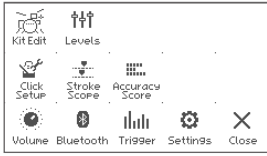
Closes menu

Shows pad level faders
Edits drum kit, changes instrument on each pad

Estimates your strike accuracy
Displays your strike points on time-line
Configures click setup

Configures general settings
Configures triggers (pads)
Connects Bluetooth device
Shows volume control

## ■ Power Menu

You can access the power menu from anywhere.

1

2

Volume control

Closes menu
Goes back to home screen
Goes to the hi-hat calibration screen
Turns power off
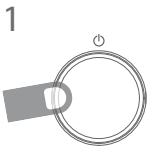
\* Push the knob again to close the menu.

# Menu

## ■ [Kit Edit icon] **Drum Kit Edit**

In this section, you can edit the drum kit.

### INST
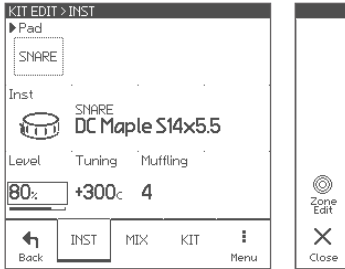


PAD window
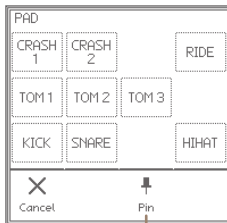


└─ When pinned, the selected pad is not changed by hitting a pad.

**Parameters for each pad**

| | |
|---|---|
| **Pad** | Opens the PAD window and selects an edit target pad.<br>• Can be selected by hitting a pad. |
| **Inst (icon)** | Selects Inst group |
| **Inst (name)** | Selects Inst (sound for the pad) |
| **Level** | Adjusts pad level<br>* Clipping may occur when exceeding 85%.<br>* Adjusts all zones together<br><br>• You can also adjust pad levels with faders in the Pad Levels screen (p. 14). |
| **Tuning** | Adjusts pitch in cent<br>* Adjusts all zones together |
| **Muffling** | Adjusts mute amount (sustain)<br>* Adjusts all zones together |

Page Menu

| | |
|---|---|
| **Zone Edit** | Edits each zone (p. 12) |

* The only pad either TOM 2 or CRASH 2 can be connected, but both pads can be edited on the edit screen.

**MIX**

```
KIT EDIT > MIX
▶Pad      Level    Pan      Ambience
SNARE   80%    CTR     30%

EQ Lo ▷           EQ Hi ◁
Freq    Gain     Freq    Gain
80Hz   +2dB    5kHz   0dB
```

```
◎
Zone
Edit

✕
Close
```

```
↩        INST    MIX    KIT    ⋮
Back                           Menu
```
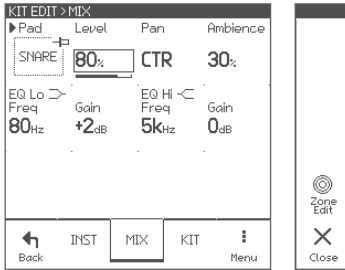
### Parameters for each pad

| Pad | Selects an edit target pad.<br>• Can be selected by hitting a pad. |
|---|---|
| Level | Adjusts pad level<br>* Clipping may occur when exceeding 85%. |
| Pan | Adjusts pan |
| Ambience | Adjusts ambience send amount |
| EQ Lo/Hi | Modifies sound character with shelving EQs |

## About the Inst, tone and zone

Each pad has some zones.

An Inst has three tones and some parameters in it.
When you assign an Inst to a pad, the three tones are assigned to each zone of the pad, and you can edit all zones at once.
You can also edit the each zone in the ZONE EDIT screen.

| Zone | Pad | | | | |
|---|---|---|---|---|---|
| | Kick | Snare | Toms | Crashes/Ride | Hi-Hat |
| A | Head | | | Bow | |
| B | – | Rim | | Edge | |
| C | – | Side-Rim | – | Cup * | Pedal |

* Ride only

**Pad**

Level, Tuning, Muffling, Pan, Ambience, EQ

**Inst**

**Zone A**
Level, Tuning, Muffling

**Tone A**
Level, Tuning, Muffling

**Zone B**
Level, Tuning, Muffling

**Tone B**
Level, Tuning, Muffling

**Zone C**
Level, Tuning, Muffling

**Tone C**
Level, Tuning, Muffling

## ZONE EDIT > TONE

```
ZONE EDIT>TONE
▶Pad      ▶Zone
          Head
 SNARE    🔲 B C

Tone
Snare 09
Lw MapleS 14x5 Hd

Level   Tuning   Muffling

80%     +300     4

 ↩      TONE    MIDI          ⋮
Back                        Menu
```
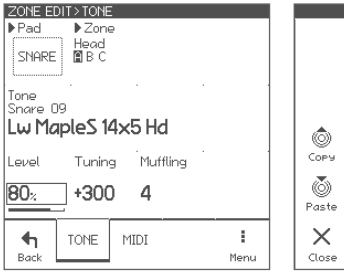
◎ Copy
◎ Paste
✕ Close

### Parameters for each zone

| Pad | Selects edit target pad |
|---|---|
| **Zone** | Selects edit target zone |
| **Tone** | Selects tone (sound for a zone) |
| Level | Adjusts zone level |
| **Tuning** | Adjusts pitch in cent |
| **Muffling** | Adjusts mute amount (sustain) |

Page Menu

| Copy/Paste | Copies/Pastes current zone (tone) settings |
|---|---|

## ZONE EDIT > MIDI

```
ZONE EDIT>MIDI
▶Pad      ▶Zone
          Head
 HIHAT    🔲 B C

MIDI Note              Pedal CC
Open     Closed
46       42            4

 ↩      TONE    MIDI
Back
```
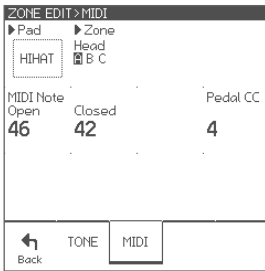
### Parameters for each zone

| **MIDI Note** | Note number for current zone |
|---|---|
| **Open** | Note number for hi-hat open state on current zone |
| **Closed** | Note number for hi-hat closed state on current zone |
| **Pedal CC** | Control change number for hi-hat pedal |

\* If the note numbers or the control change numbers are changed, MIDI data previously recorded cannot be played back correctly.

## About the MIDI messages

| Pad | | Note# |
|---|---|---|
| Kick | | 36 |
| Snare | Head | 38 |
| | Rim | 40 |
| | Side-rim | 37 |
| Tom 1 | Head | 48 |
| | Rim | 50 |
| Tom 2 | Head | 45 |
| | Rim | 47 |
| Tom 3 | Head | 43 |
| | Rim | 58 |

| Pad | | Note# |
|---|---|---|
| HH Open | Bow | 46* |
| | Edge | 26* |
| | Pedal Splash | 44 (CC#4=0) |
| HH Closed | Bow | 42* |
| | Edge | 22* |
| | Pedal Close | 44 (CC#4=127) |

| Pad | | Note# |
|---|---|---|
| Crash 1 | Bow | 49 |
| | Edge | 55 |
| Crash 2 | Bow | 57 |
| | Edge | 52 |
| Ride | Bow | 51 |
| | Edge | 59 |
| | Cup | 53 |

\* The hi-hat pedal sends MIDI control change #4 with value in range from 0 (open) to 127 (tight closed), before the corresponding note message.

\* The cymbal choke technique sends the polyphonic after touch (key after touch) message.

\* The sound module does not send/receive the Program Change messages.

**KIT**

```
KIT EDIT > KIT
Kit Name                    Kit Level
First Stroke                90%

AMBIENCE
Type                        Level
Stage 2                     20%

  ↩        INST   MIX   KIT      ⋮
 Back                          Menu
```

```
🗑
Kit
Delete

↩
Kit
Restore

⊡
Kit
Duplicate

✕
Close
```
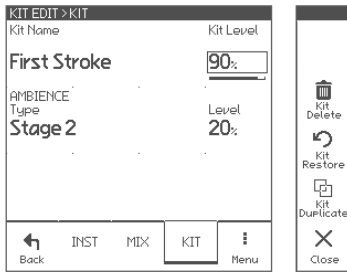
**Parameters for each drum kit**

| Kit Name | Changes kit name |
| --- | --- |
| | * Preset kits cannot be renamed. |
| Level | Adjusts kit level |
| Ambience Type | Selects room type |
| Ambience Level | Adjusts ambience return level |

Page Menu

| Kit Duplicate | Duplicates drum kit. |
| --- | --- |
| | • About the name entry window, see p. 13. |
| | * Unique kit name is required. |
| Kit Restore | Restores this drum kit to initialized preset kit. (Preset kit only) |
| Kit Delete | Deletes this drum kit. (User kit only) |

---

## About the NAME ENTRY screen

```
NAME ENTRY
A|

  ABC   DEF   GHI   ⌫

  JKL   MNO   PQR   STU

   ⇧   VWX   YZ_   [Aa/1%]

   ✕    <    >    ✓
 Cancel            OK
```

— Touch to move cursor

— Delete/Insert
 * Insert is available when shift

— Changes character kind

Moves cursor

Shift
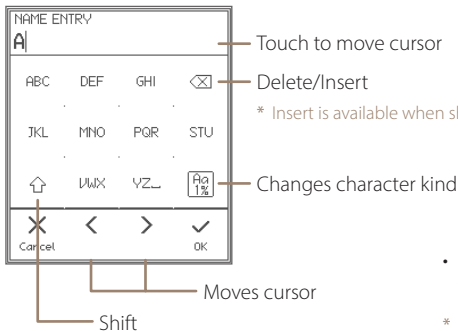
• You can also change the selected letter with the value knob.

* At least one letter is required for a name.

## ♯†♯ Levels | Pad Levels

FunQ pico

PAD LEVELS
78  75  70  70  72    65  58  62  63

K   S   T1  T2  T3    HH  RD  C1  C2

Pin    〈  75%  〉    Close
         Snare
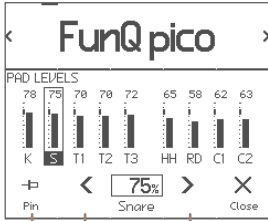
Selects a pad

When pinned, the selected pad is not changed by hitting a pad.

This is dedicated page for level control for all pads.

**Parameters**

| Pad Level | Adjusts pad level |
|-----------|-------------------|
|           | * Clipping may occur when exceeding 85%. |

- Target pad can be selected by hitting a pad.
- Pad level can also be adjusted in the drum kit edit, or in the Inst info widget in the home screen.

\* The only pad either TOM 2 (T2) or CRASH 2 (C2) can be connected, but both pad levels can be adjusted on this screen.

# ■ 🖰 Click Setup

## TEMPO

FunQ pico

CLICK SETUP > TEMPO
Tempo
60 84 108 132 156 180
148
72 96 120 144 168 192

Beat    Note    Level
4       ♪       65%

Back    TEMPO   SOUND   Click

Touch to set tempo

You can configure the detailed click settings.

**Parameters**

| Tempo | Sets tempo (BPM)<br>• Also can be set by touching the scale. |
|---|---|
| **Beat** | Sets beat (time signature) |
| **Note** | Sets beat interval |
| **Level** | Sets click level |

## SOUND

FunQ pico

CLICK SETUP > SOUND
Sound

Loud Click

Level    Output
              Main 1 2 3 4
65%      Click →

Back    TEMPO   SOUND   Click
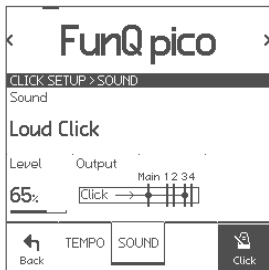
Turns click on/off

**Parameters**

| Sound | Selects click sound |
|---|---|
| **Output** | Configures output routing |

## ▪ Stroke Scope
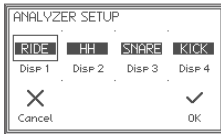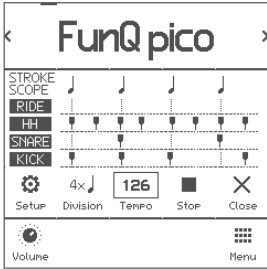
The stroke scope displays your strike timings on the time line to visualize your stroke accuracy against the metronome.

**Parameters**

| Start/Stop | Starts/stops the stroke scope |
|---|---|
| Tempo | Sets tempo |
| Division | Changes the division of the scope window. |
| Setup | Shows the setup window to select which pads are displayed. |
| Volume | Shows the volume widget |

## ▪ Accuracy Score
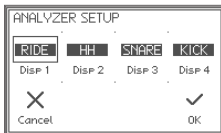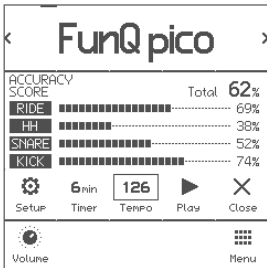
The accuracy score estimates your stroke accuracies against the metronome and displays them with scores.

**Parameters**

| Start/Stop | Starts/stops the accuracy score |
|---|---|
| Tempo | Sets tempo |
| Timer | Configures period of time until finish |
| Setup | Shows the setup window to select which pads are displayed. |
| Volume | Shows the volume widget |

\* The scores are just for your reference and does not reflect your exact stroke/performance skills.

\* Flams or rolls may lower the scores.

## ◼  Bluetooth



The sound module comes with the Bluetooth connectivity to be connected with your smartphone.

**Parameters**

| | |
|---|---|
| **Status** | OFF: Bluetooth is turned off.<br>ON:<br>• Ready to pair: No device is connected.<br>• Connected: Device is connected. |
| **Connected Device** | Displays currently connected device name<br>• Audio: Device name which is being connected as audio in device.<br>• MIDI: Device name which is being connected as MIDI device. |
| **Discoverable As** | Device name of the sound module which is shown on your smartphone. |
| **Reset** | Disconnects the device, clears all paired device information, and resets Bluetooth function.<br>* This will take a minute to complete. |

### Connecting

1 Make sure the status is "Ready to pair".
If the status is "OFF", tap it to turn on.



**On your smartphone**

2 Turn Bluetooth on.

3 Find new device discoverable as
"EFNOTE AUDIO xxx" or "EFNOTE MIDI xxx"
(xxx is any value), and select it.

4 If pin code is required, enter "**0000**" (four zeros),
and tap [Pair] or [Connect].

5 Make sure the status changes to "Connected",
and your device name is displayed.



└ Controls Bluetooth input volume

6 Now, you can listen to the audio playing on your
smartphone.

* The sound may be loud, so please be careful with the volume setting.
* If you can't hear the sound, make sure your smartphone's volume is turned up.

**CAUTION** Be sure not to listen to audio at high
volume. It can cause permanent hearing loss.

17

**Disconnecting**

1 Tap [Disconnect] on your smartphone.
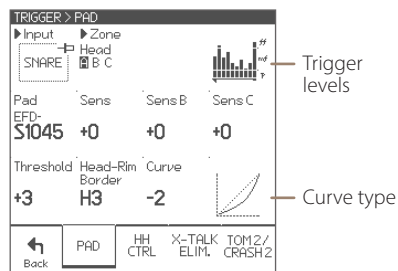
**Re-connecting**

1 Tap [Connect] on your smartphone.

\* About the operation of your smartphone, refer to the user guide of your smartphone.

# ◼ 📊 Trigger

In this section, you can optimize the pad sensing settings as needed.
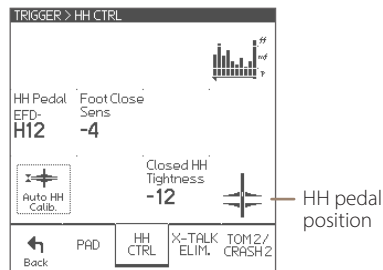The EFNOTE's trigger settings are already configured appropriately at the factory state.

## PAD



Trigger levels

Curve type

### Parameters for each pad

| Input | Selects optimizing target trigger input |
|---|---|
| Zone | Selects target zone |
| Pad | Selects the pad model which is connected to the input.<br>* When the pad model is changed, internal trigger settings are automatically set to the appropriate values. |
| Sens | Adjusts sensitivity of the pad for all zones.<br>The default value is 0. |
| Sens B | Adjusts zone B sensitivity of the pad.<br>The default value is 0.<br>* Only for the inputs zone B is available. |
| Sens C | Adjusts zone C sensitivity of the pad.<br>The default value is 0.<br>* Only for the inputs zone C is available. |
| Threshold | Adjusts threshold of the pad.<br>Only when the trigger signal coming from the pad exceeds this level, the trigger is acquired.<br>The default value is 0. |
| Head-Rim Border | Determines border between the head-shot and the rim-shot.<br>When the rim-shot sound can be heard even though the head is struck, set it toward H.<br>The default value is CTR.<br>* Only for snare and tom inputs. |
| Curve | Adjusts the sensitivity of the pad in mf (middle) strike strength.<br>The default value is 0. |

* The only pad either TOM 2 or CRASH 2 can be connected, but both pads can be adjusted on this screen.

**HH CTRL**



HH pedal position

**Parameters for HH pedal**

| HH Pedal | Selects the HH pedal model |
|---|---|
| **Foot Close Sens** | Adjusts sensitivity of the foot-close and foot-splash of the hi-hat pedal. The default value is 0. |
| **Auto HH Calib.** | Calibrates hi-hat optical sensor automatically. For the procedure, see below. |
| **Closed HH Tightness** | Adjusts the hi-hat manually.<br>• If the hi-hat sound is not closed enough when firmly pressing the pedal, increase the value.<br>• When slightly releasing the pedal, if the hi-hat sound does not open easily, decrease the value.<br>The default value is 0. |

## AUTO HI-HAT PEDAL CALIBRATION

Adjusting the hi-hat brings the best hi-hat playing feel.

* You can access this feature using a shortcut from the power menu (p. 9).

**1** Tap the Auto HH Calib .

**2** Loosen the clutch, and drop the top hi-hat cymbal.
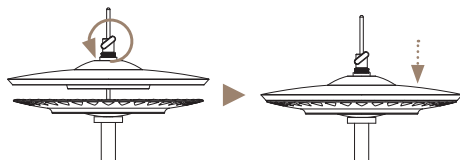


**3** Tap the Exec to calibrate.



* After the auto calibration, the Closed HH Tightness will be set to +0.

## X-TALK ELIM.

```
TRIGGER > X-TALK ELIMINATION
▶ Source Pad
  ┌────────┐           ▸10
  │  KICK  │          Reset
  └────────┘

Crash 1    Crash 2          Ride
10         10               10

Tom 1      Tom 2    Tom 3
15         10       10

Kick       Snare            Hihat
--         10               10

 ↰         PAD      HH    X-TALK  TOM2/
Back               CTRL   ELIM.   CRASH2
```
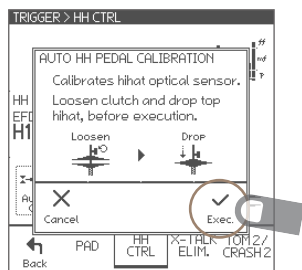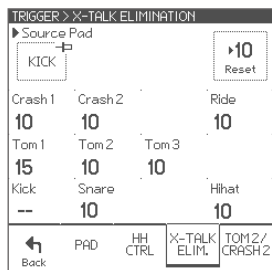
With this settings, you can cancel cross-talk which means that when you hit a pad, you also hear sounds coming from other pads, due to the vibration travel. This phenomenon can often happen when the two pads are mounted on the same stand.

### Parameters for each pad

| | |
|---|---|
| **Source Pad** | Selects the source pad of the vibration |
| **Other pads** | Example:<br>In case that you hear a Tom 1 sound when you play the kick pad, select the kick as source pad, and increase the value of the Tom 1 until the Tom 1 no longer sounds.<br>* Note not to set the value too high. |
| **Reset** | Resets values for all pads. |

## TOM 2/CRASH 2 SELECTOR
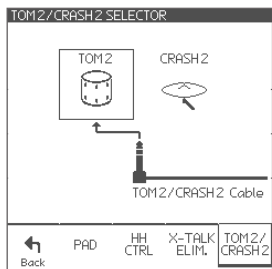


The "TOM 2/CRASH 2" cable is a selectable input for either pad – Tom 2 or Crash 2.
Here, you can select which pad you connect to.
With this setting, appropriate sounds are automatically assigned to the pad, according to the selected pad.

* Tom 2 and Crash 2 cannot be connected at the same time.

**Parameters**

| | | |
|---|---|---|
| **TOM 2/ CRASH 2 Cable** | TOM 2 | Select when you connect a Tom 2 pad to the "TOM 2/CRASH 2 cable". |
| | CRASH 2 | Select when you connect a Crash 2 pad to the "TOM 2/CRASH 2 cable".<br>* Connect to the BOW/EDGE jack of the cymbal pad. |
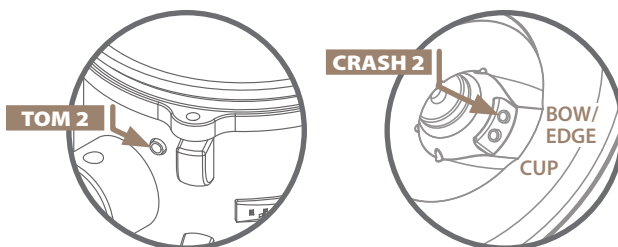


### Customizing Examples

8" tom added

14" crash cymbal added



* For the items needed to add an optional pad, see the Quickstart Guide or web (p. 3).

# ⚙ Settings

## OPTION

```
SETTINGS > OPTION
LCD                        MIDI
Contrast   Backlight       Ch           Local
5          7               Multi        On

Audio Level
Line out   USB out    🎧 Vol Limit
-12dB      +6dB           On

Power
Save
4 Hrs                           ⓘ
                               Info

   ↰         OPTION    AUDIO   AUDIO    RESET
  Back                 PAD     I/O
```
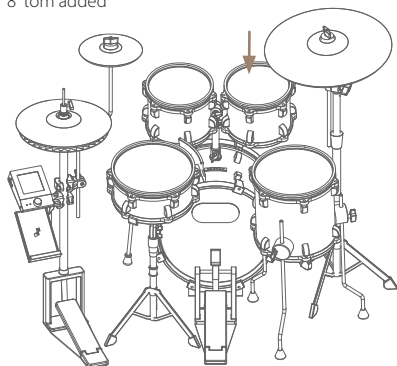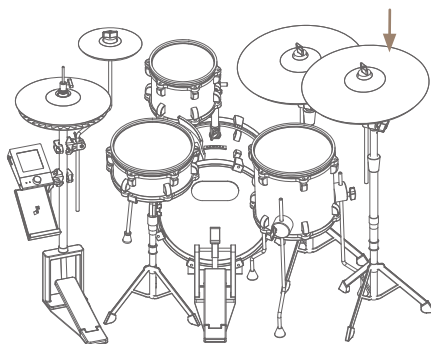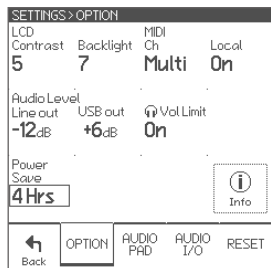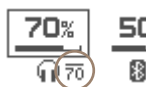
These parameters configure the system general settings.

### Parameters

| | | |
|---|---|---|
| **LCD** | Contrast | Adjusts the display contrast<br>* The LCD contrast is adjusted automatically depending on the surrounding temperature. |
| | Backlight | Adjusts display back light brightness |
| **MIDI** | Ch | Configures the MIDI channel for send/receive<br>• Multi: Configures separate MIDI channels for each pad. See the "Multi MIDI channel" table. |
| | Local | This should be ON normally. When OFF, internal connection between the pad and the sound generator is inactivated. |
| **Audio Level** | Line Out | The line out level can be configured as fixed level or variable level.<br>• 0dB: Maximum level<br>• -6dB: Applies a 6dB attenuator<br>• -12dB: Applies a 12dB attenuator<br>• Link: Line out level is linked to the phones level setting |
| | USB Out | Adjusts USB audio output level for all channels<br>• 0dB: Normal level<br>• +6dB: Boosts 6dB |
| | 🎧 (Phones) Vol Limit | When ON, the headphones volume setting is limited up to 70%. This helps protect children's ears from loud audio volume. When ON, the "70" icon is displayed near the volume setting as a figure on the left. |
| **Power Save** | | Power save function will turn power off automatically after specified period has passed since it was last played or operated. You can specify this period of time, or disable it.<br>• 30 min / 4 Hrs: Enables the power save<br>• OFF: Disable the power save |
| **Info** | | Displays the firmware version information |

* About the USB connection, see p. 26.

### Multi MIDI channel

* Each channel setting is not changeable.

| Pad | Ch |
|---|---|
| Kick | 1 |
| Snare | 2 |
| Tom 1 | 3 |
| Tom 2 | 4 |
| Tom 3 | 5 |

| Pad | Ch |
|---|---|
| HH | 6 |
| Crash 1 | 7 |
| Crash 2 | 8 |
| Ride | 9 |

```
70%        50
━━━
🎧 70      🅱
```

Phones Vol Limit ON
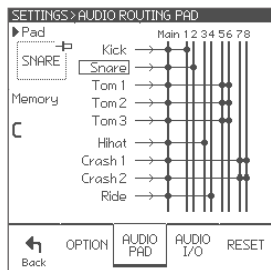
**CAUTION for the Phones Vol Limit**

* Even if the headphones volume is limited, the volume may be too loud depending on the headphones you use, or audio input level settings..
Please note that this feature does not guarantee the protection of children's ears.

## AUDIO PAD



In this screen, you can configure the audio output routings for each pad.

The sound module has a stereo main bus, and 8 channel buses.
The sounds from all pads always send to the main bus.
Bus 1 to 4 are used for both analog and USB output.
Bus 5 to 8 are used for USB output only.

**Parameters**

| | |
|---|---|
| **Pad** | Selects edit target pad |
| **Memory** | The sound module keeps 4 different settings in the memory A/B/C/D. Changes are stored automatically to the memory currently selected. |
| **Routing to 1--8** | Select 1--8 when you want to send the pad sound to any of the bus 1--8. When adjacent two buses are selected, the pad sound will be stereo. |

## AUDIO I/O
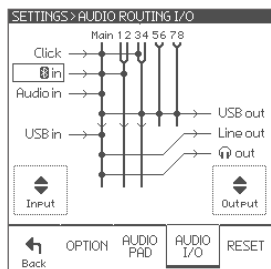


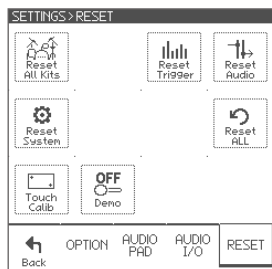In this screen, you can specify the audio in/out routings.

All inputs always send to the main bus.

**Parameters**

| | | |
|---|---|---|
| **Input** | Click | Selects the click sound destination |
| | Bluetooth in | Selects the Bluetooth audio destination |
| | Audio in | Selects the Audio in signal destination |
| | USB in | Selects the USB audio in signal destination |
| **Output** | USB out | Selects source bus for channel 1/2 of the USB audio out |
| | Line out | Selects the line out signal source: Main or bus 1/2 |
| | Phones out | Selects the phones out signal source: Main or bus 3/4 <br> * When using the phones out as line level output, set the phones volume to 60%. Clipping may occur when exceeding 67%. |

**RESET**



In this section, you can delete, initialize, or reset data and settings in specified area.

**CAUTION**   With the reset operation, you will permanently lose the edited data or settings in the specified area

**Parameters**

| | |
|---|---|
| **Reset All Kits** | Deletes all kit data, and then restores preset kits. |
| **Reset Trigger** | Initializes all trigger settings to the factory settings. |
| **Reset Audio** | Resets all audio routings and memories. |
| **Reset System** | Resets all system parameters. |
| **Reset ALL** | Deletes all data and resets all settings in the sound module, and then restores to the factory state. |
| **Touch Calib** | Shows the touch screen calibration |
| **Demo** | This should be OFF, normally.<br><br>**CAUTION**   If ON, all data and settings are deleted/initialized automatically every time you turn this sound module on. |

**TOUCH SCREEN CALIBRATION**
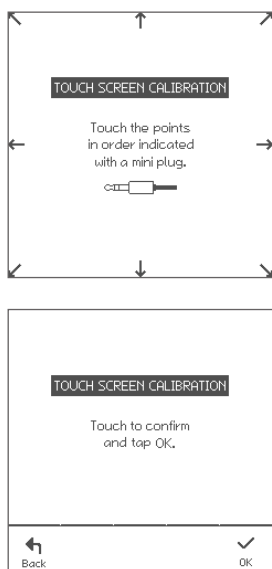




In case that you can't tap any button on the screen correctly, this calibration can adjust the touch screen.

1 Touch each point indicated on the screen step by step.

  * Using a headphones' mini plug to touch is one idea on how to do this.

  * Do not touch with your finger for the calibration.

  * Be sure not to press too hard.

2 Touch the screen and confirm if the calibration is correct.

3 Tap the OK to finish.

## Connecting to a PC/Mac

USB C Type     * USB cable is not included     PC/Mac
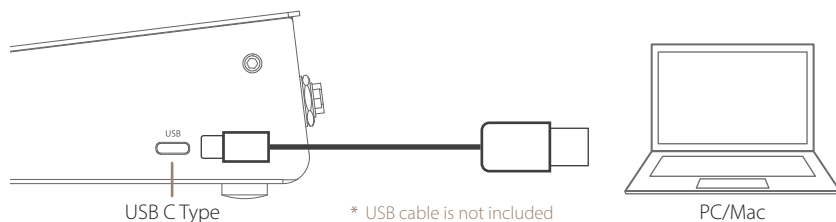
**Supported function:**
- USB Audio: 8-channel Output (48kHz/24bit) / 2-channel Input (48kHz/16bit)
- USB MIDI: In/Out

**Supported computer:**
Mac/Windows
For the latest supported OS information, refer to the web (p. 3).

**Note for the Windows PC:**
The ASIO driver installation is needed to use the USB audio. It provides high-quality USB audio streaming with 8-channel audio output.
The ASIO driver is available on the web (p. 3).

* About the USB connection to a computer, the operation is not guaranteed for all environments. Some computers may not be fully compatible.

* About the operation of computers or application softwares, please refer to their manuals.

# Specifications

**Trigger Interface**

| Input | | Kick | Snare | Tom 1 | Tom 3 | Hi-Hat | Ride | Crash 1 | Tom 2/Crash 2 *3 |
|---|---|---|---|---|---|---|---|---|---|
| **Supported Zone** | **Head/Bow** | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| | **Rim** | - | ✓ | ✓ | ✓ | - | - | - | ✓ |
| | **Side-Rim** | - | ✓*1 | - | - | - | - | - | - |
| | **Edge** | - | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| | **Cup** | - | - | - | - | - | ✓*2 | - | - |

\* 1: Uses the Side-Rim cable.

\* 2: Uses the Ride Cup cable.

\* 3: The "TOM 2/CRASH 2" cable is a selectable input for either pad – Tom 2 or Crash 2.
    Tom 2 and Crash 2 cannot be connected at the same time. For the detail,

**Audio / MIDI Interface**

| Audio | • Line (1/2) Output: 2x 1/4"TS Phone (+4dBu, Unbalanced)<br>• Phones (3/4) Output: 3.5mm (1/8") Stereo Phone (320 mW + 320 mW @32Ω)<br>• Audio Input: 3.5mm (1/8") Stereo Phone (+2dBu Max)<br>• USB Audio: Mac/Windows ASIO, USB 2.0 Hi-Speed,<br>  8-ch Output (48kHz/24bit) / 2-ch Input (48kHz/16bit),<br>• Bluetooth Audio Input (A2DP) |
|---|---|
| **MIDI** | • USB MIDI In/Out<br>• Bluetooth MIDI In/Out (Bluetooth Low Energy/GATT) |

**Others**

| Recorder | • Resolution: 480 TPQN<br>• Tracks: 1<br>• Capacity: Approx. 8,000 Events |
|---|---|
| **Drum Kit** | • 30<br>\* Including the preset drum kit |

\* Specification and design are subject to change without prior notice.

**EFNOTE**

ef-note.com