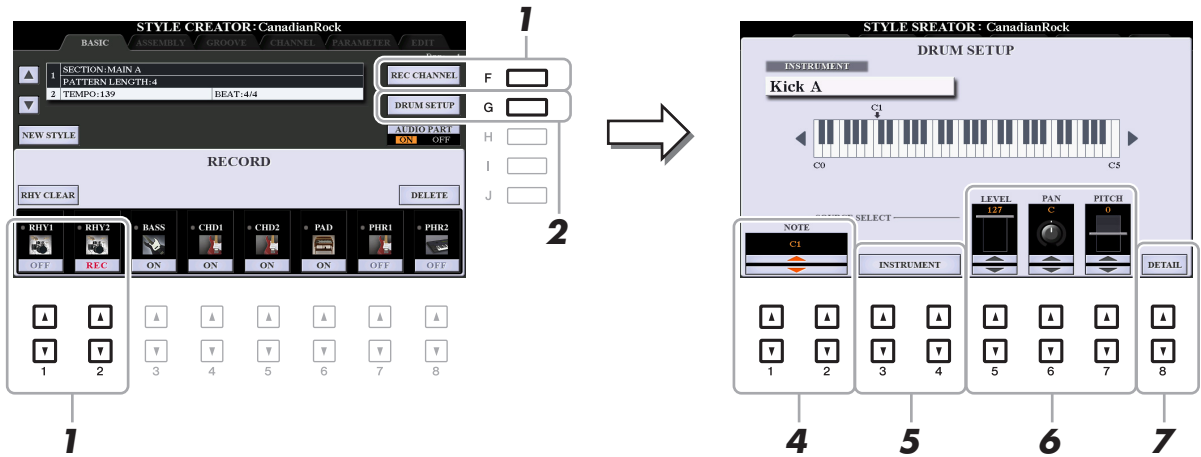


## Editing the Rhythm Part of a Style (Drum Setup)

The Drum Setup function allows you to edit the rhythm part of the current Style, such as changing the drum instruments and make various settings. The procedure below applies to step 5 in the Basic Procedure on page 31.

- 1 From the **BASIC** page, while holding down the [F] (REC CHANNEL) button, press the [1 ▼] or [2 ▼] button to select the desired channel to be edited.

**NOTE** If the different drum sounds are assigned to each section of the selected channel, the sounds are set to that of the current section in order to use the Drum Setup function.



- 2 Press the [G] (DRUM SETUP) button to call up the **DRUM SETUP** window.
- 3 If necessary, press the **STYLE CONTROL [START/STOP]** button to start playback of the rhythm part.

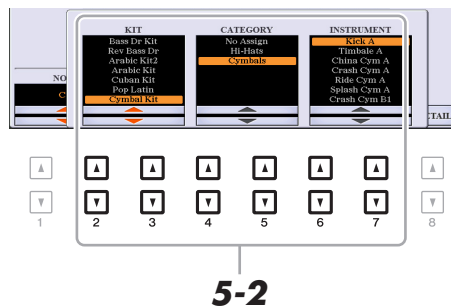
The sounds played back are indicated on the display keyboard, letting you to check the note to edit.

- 4 Use the [1 ▲▼]/[2 ▲▼] (NOTE) buttons to select the note to edit.

**NOTE** You can also select the note by pressing the note on the keyboard.

- 5 Select the desired instrument to be used.

- 5-1 Use the [3 ▲▼]/[4 ▲▼] (INSTRUMENT) buttons to call up the window to select the instrument.



- 5-2 Use the [2 ▲▼]–[7 ▲▼] buttons to select the Kit, Category and instrument in order.

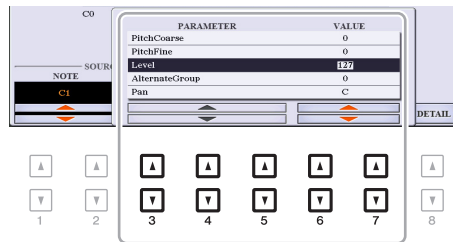
- 5-3 Press the [EXIT] button to close the window.

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**6** If necessary, set the volume level, pan or pitch by using the [5 ▲▼]–[7 ▲▼] buttons.

**7** If necessary, make more detailed settings.

**7-1** Press the [8 ▲▼] (DETAIL) button to call up the detailed settings window.



**7-2**

**7-2** Use the [3 ▲▼]–[5 ▲▼] buttons to select the parameter, then use the [6 ▲▼]/ [7 ▲▼] buttons to set the value.

The parameters with “\*” in the list below indicates that the settings here affect the settings in step 6.

Pitch Coarse*	For coarse tuning of the pitch in semitone increments.
Pitch Fine*	For fine tuning of the pitch in cent increments. <b>NOTE</b> In musical terms a “cent” is 1/100th of a semitone. (100 cents equal one semitone.)
Level*	For adjusting the volume level.
Alternate Group	Determines the Alternate Group. Any instruments in the same group number cannot sound at the same time. Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number. If this is set to 0, the instruments in the group can sound at the same time.
Pan*	Determines the stereo position.
Reverb Send	For adjusting the reverb depth.
Chorus Send	For adjusting the chorus depth
Variation Send	For adjusting the variation effect (DSP1) depth. When the “Connection” parameter is set to “Insertion” on the Mixing Console display and this rhythm channel is selected as the assign part, this parameter affects as below. <ul style="list-style-type: none"> <li>• <b>When Variation Send is set to 0:</b> No effects are applied to the instrument (Insertion Off).</li> <li>• <b>When Variation Send is set to 1–127:</b> Effects are applied to the instrument (Insertion On).</li> </ul>
Key Assign	Determines the Key Assign mode. This parameter is effective only when the kit’s XG parameter “SAME NOTE NUMBER KEY ON ASSIGN” (see the Data List on the website) is set to “INST.” <ul style="list-style-type: none"> <li>• <b>Single:</b> Each successive playing of the same sound results in the previous being cut off or muted.</li> <li>• <b>Multi:</b> Each sound continues to its full decay, even when played successively multiple times.</li> </ul>
Rcv Note Off	Determines whether note-off messages are received or not.
Rcv Note On	Determines whether note-on messages are received or not.
Filter Cutoff	Determines the cutoff frequency or effective frequency range of the filter. Higher values result in a brighter sound.

Filter Resonance	Determines the emphasis given to the cutoff frequency (resonance), set in Filter Cutoff above. Higher values result in a more pronounced effect.
EG Attack	Determines how quickly the sound reaches its maximum level after the key is played. The higher the value, the quicker the attack.
EG Decay 1	Determines how quickly the sound reaches its sustain level (a slightly lower level than maximum). The higher the value, the quicker the decay.
EG Decay 2	Determines how quickly the sound decays to silence after the key is released. The higher the value, the quicker the decay.

**7-3** Press the [EXIT] button to close the window.

**8** Press the [EXIT] button to return to close the DRUM SETUP window.

**NOTICE**

The edited Style will be lost if you change to another Style or turn off the power to the instrument without carrying out the Save operation (step 7 on [page 31](#)).