

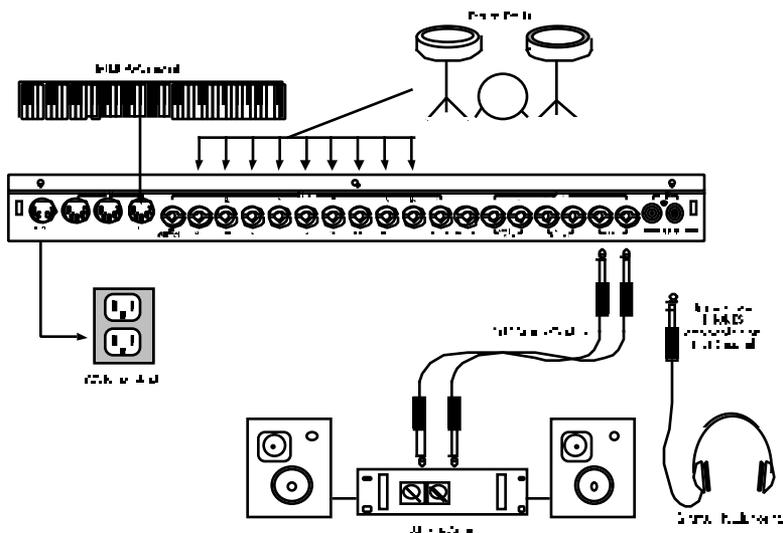
# DM PRO

## BASIC USER GUIDE

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Here is a quick reference guide to some of the most commonly used functions of the DM Pro. Refer to the DM Pro Reference Manual for complete descriptions of the following procedures.

### CONNECTIONS DIAGRAM



### MIDI CONNECTIONS

If you are using a MIDI keyboard or sequencer, connect its [MIDI OUT] to the [MIDI IN] of the DM Pro. If you have another device that you wish to control from the same keyboard or sequencer, connect the [MIDI THRU] of the DM Pro to the [MIDI IN] of the other device.

If you wish to store your edited Drums and Drumkits to a computer or other data storage device or use an external editor, connect the [MIDI OUT] of the DM Pro to the [MIDI IN] of the computer or other data storage device. If you're using Emagic's **SoundDiver**, it requires a handshake from the DM Pro, so you must also connect the [MIDI OUT] of the computer to the [MIDI IN] of the DMPro.

## EXTERNAL TRIGGER CONNECTIONS

- The DM Pro's Drums can be triggered (played) from two sources: analog triggers and MIDI triggers.
- Typical analog triggers are drum pads available from numerous manufacturers that connect to the 1/4" jacks on the DM Pro's rear panel.
- Because of the wide variety of pads available, setting up external triggers takes a little time and experimentation. The procedures, therefore, are not really appropriate here and we recommend that you go straight to "Chapter 7: Triggers" and "Appendix B: Advanced Trigger Information" in the DM Pro Reference Manual to get set up right away.

## MIDI TRIGGER SETUPS

MIDI triggers, on the other hand, are a little more straightforward to set up. Whether you are using a multi-pad device with a MIDI jack built in or some other type of MIDI device, simply plug a cable from the MIDI Output jack of that device to the MIDI Input jack of the DM Pro.

Each Drumkit in the DM Pro has 64 consecutive MIDI Note Numbers available, which can be thought of as locations or slots where Drums reside. To assign the Drums you want to the MIDI Note numbers you're sending from your controller, first call up a Drumkit to edit by following the procedure described on the next page in the topic "How to Select a Drumkit." Then follow the steps on page 4 in the topic "How to Change a Drum Within a Drumkit."

## PLAYING THE AUTO DEMOS

To give you an idea of the kind of musical power the DM Pro contains, we have included four “Auto Demos”. These compositions cover a variety of musical styles, and illustrate how the DM Pro lends itself to many different environments.

Here’s how to select and play one of the Auto demos:

1. Press and hold the [KIT] button.
2. While still holding the [KIT] button, press the [< CURSOR] button. You will see a screen that looks like this:

Play Auto demo 1

<STORE>

3. Using the VALUE wheel, select a number between 1 and 4.
4. Press [STORE]. The screen will indicate that the DM Pro is playing the Auto demo you selected. You can stop the Auto demo at any time by pressing the [KIT] button.

## HOW TO SELECT A DRUMKIT

- To select a Drumkit, press the [KIT] button to jump to the top level of Drumkit Mode.
- The top level of Drumkit Mode displays the name of the Drumkit in quotation marks on the top line of the display and nothing on the bottom line:

“RealProKit”

- Play notes between A0 (MIDI Note # 33) and C6 (MIDI Note # 96) from your controller to hear the current Drumkit.
- Turn the VALUE encoder to select any of the 64 different Drumkits, and then press the [KIT] button again to “Load” the Drumkit of your choice into the “Play Memory” of the DM Pro. Because Drumkits contain so much information, they must be individually loaded into the Play Memory after selecting them rather than simply just selected.
- If the Drumkit number and the [KIT] button are flashing, the Drumkit currently shown on the display has not yet been loaded – the

previously loaded Drumkit still resides in the Play Memory and will sound until you press [KIT] to load the new Drumkit.

# HOW TO CHANGE A DRUM WITHIN A DRUMKIT

## Background Info

- Individual drum and percussion sounds are all called “Drums” in the DM Pro.
- Each of the 64 Drumkits in turn contain 64 Drums.
- A Drum is assigned to each of the 64 MIDI Notes across the most commonly used controller range: A0 (MIDI Note # 33) through C6 (MIDI Note # 96), which just slightly exceeds the range of a 5 octave keyboard.

## Procedure #1 - Using the CHASE Function

1. To change Drums, press the DRUM button.
2. Now press the CHASE button so that it lights, and then play a note from your controller. The display will show the MIDI Note Number of the note you just played along with the Drum that is currently assigned to that MIDI Note.

## Procedure #2 - Using the Cursor and Value Encoder

1. Alternatively, if you do not wish to use the CHASE Function, press DRUM, and then move the CURSOR beneath the MIDI Note Number. Now you can select the MIDI Note with the VALUE encoder:

AKk:005 PwrShoes

Note:36 C1

Drums are displayed with their three character “Drum Group” followed by the “Drum Number” followed by the “Drum Name”:

```
DRUM NUMBER
      |
      v
DRUM GROUP — AKk:005 PwrShoes — DRUM NAME
                Note:36 C1
```

- There are 13 Internal Drum Groups from which to choose. Some abbreviations are obvious and others are less obvious. Here is a listing of the 13 Internal Drum Groups:

AKk	Acoustic Kicks
EKk	Electronic Kicks
ASn	Acoustic Snares
ESn	Electronic Snares
Tom	Toms
Hat	Hi-hats
Cym	Cymbals
AP1	Acoustic Percussion 1
AP2	Acoustic Percussion 2
EPc	Electronic Percussion
SFx	Sound Effects
Chr	Chromatic (pitched percussion)
USR	User Bank

- The final “User” Drum Group contains 128 Drums of varying types that may be overwritten in order to store your own original or edited Drums.
- Once you have selected your desired Drum Group, move the cursor beneath the Drum Number.
- Using the Value encoder, scroll through the contents of the Drum Group to find the Drum of your choice.
- To select the Drum for another MIDI Note Number, move the cursor to the bottom line of the display and turn the Value encoder to select the desired MIDI Note Number.
- Repeat the process of selecting the Drum Group and Drum Number.

## MIDI FUNCTIONS

### How to Select MIDI Channels

MIDI Channels are set in the DM Pro for both individual Drums and for the DM Pro globally (settings that affect the DM Pro regardless of the mode it's in).

Primarily, when you set the DM Pro's Global MIDI settings, you are making MIDI settings for the unit upon which the other MIDI settings are based.

#### P1 The BASIC MIDI CHANNEL Parameter

- This Parameter sets the Basic Channel to which Drums and Drumkits will respond and on which Triggers will transmit. (Note that the DM Pro cannot be set to MIDI Omni Mode On as this would create a confusing situation with the DM Pro's multichannel, multitimbral capabilities.)
- Individual DM Pro Drums will respond to the Basic MIDI Channel unless their MIDI Channel assignments are overridden with the Drum Channel Override Parameter within the Drumkit MIDI Function. See the next topic for this procedure.
- To set the Basic MIDI Channel, press the [MIDI] button. The DM Pro can be in any mode when you do this.
- If the words Basic Channel don't appear on the top line of the display, move the cursor to that area of the screen and turn the VALUE encoder counter-clockwise until the proper page has been selected.
- Move the cursor beneath the Parameter Value.
- Turn the Value encoder to make your selection:

Basic Channel: 01

Global Edit P1

- Remember that this is a Global setting. It affects all Drumkits within the DM Pro so that all Drums which have their Drum Channel Override parameter set to BASIC will respond on this MIDI Channel.



## P2 The DRUM CHANNEL OVERRIDE Parameter

- This Parameter allows the DM Pro to respond to or transmit on up to sixteen MIDI Channels simultaneously. The Parameter is called “Drum Channel Override” because it has the ability to override the Basic MIDI Channel setting (described in the previous topic) for each Drum within the Drumkit. This is the parameter to use if you want independent control of Volume, Panning, Pitch Bend, and Program Changes for up to sixteen Drums or sets of Drums via MIDI.
- Be sure that the Drumkit on which you want to do your MIDI edits is the currently selected Drumkit. To do this, follow the procedure on page 2 of the Basic User Guide for calling up Drumkits.
- Once you have selected the proper Drumkit, press the [MIDI] button.
- To set a Drum to respond to a Channel other than the Basic MIDI Channel, first select the desired Drum by using one of the two procedures described in the section called “How to Change a Drum Within a Drumkit.” Then move the cursor beneath the word BASIC and turn the Value encoder to select the desired MIDI Channel for that Drum:

Drum Chan: 01

Note: 72 C4 <sup>P14</sup>

## MIDI Program Change Commands

### Drumkits

Each of the 64 Drumkits in the DM Pro is considered a “Program” in MIDI. To change from one Drumkit to another via MIDI, send a Program Change command on the DM Pro’s Basic Channel (see “P1 The Basic MIDI Channel Parameter” on the previous page).

Since there are 64 “Programs” (Drumkits) in the DM Pro (00 through 63) and MIDI allows for 128 Program numbers (00 through 127), the DM Pro will ignore Program Change commands 64 through 127 on the Basic Channel.

### Drums

Any Drum within a Drumkit which has its Drum Channel Override parameter set to something other than BASIC can respond to both MIDI Bank Select and Program Change messages. Each Drum Group has 128 Drums, so the Program Change response range is 0-127. Bank Select messages of 0 will call up the Acoustic Kicks Drum Group, followed by a

Bank Select message of 1 calling up the Electronic Kicks Drum Group and so on. A Bank Select message of 13 will call up the User Drum Group.

## MIX FUNCTIONS: VOLUME, PANNING, OUTPUT ASSIGNMENTS AND EFFECTS

Pressing the [MIX] button puts the DM Pro into Mix Edit mode which allows you to adjust drum volumes, pan positions, output assignments and effects levels.

- Be sure that the Drumkit for which you want to do your MIX edits is the currently selected Drumkit. To do this, follow the procedure on page 2 of the Basic User Guide for calling up Drumkits.
- Once you have done this, press the [MIX] button.
- Make sure the Cursor is in the upper left portion of the top line of the display. Then turn the Value encoder to select the following parameters to edit:

### How to Adjust the Volume of a Drum

P1: Drum Volume

- To set Drum Volume manually, move the cursor beneath the Drum Volume Parameter Value and use the Value encoder to change the volume:

Drum Volume: 99

Note:83 B4 <sup>P1</sup>

## How to Adjust the Panning of a Drum

### P2: Drum Pan

- To adjust the pan position of a Drum assigned to a MIDI Note, move the cursor beneath the Drum Pan Parameter Value:

Drum Pan: PROG

Note:83 B4 <sup>P2</sup>

- Now turn the Value encoder to change the MIDI Note's pan position. There are eight possible Values for the Drum Pan Parameter:

<3	Hard left
<2	Moderately left
<1	Slightly left
<>	Center
1>	Slightly right
2>	Moderately right
3>	Hard right
PROG	Pan position determined by the Drum

- In the final position, PROG, the Drum's pan position as it was programmed in Drum Edit Mode determines the Pan position.

Note that MIDI Pan controller has 128 increments (0 - 127) and the DM Pro only has seven positions. The following chart shows the MIDI-to-DM Pro value equivalents:

DM Pro Value	Pan Position	MIDI CC #10 Value
<3	Hard left	00
<2	Moderately left	21
<1	Slightly left	42
<>	Center	63
1>	Slightly right	84
2>	Moderately right	106
3>	Hard right	127

Remember, if you send MIDI Panning commands to the DM Pro's Basic MIDI Channel, the pan position of the entire Drumkit will change. For individual Pan control over certain Drums, use the Drum Channel Override parameter as discussed on page 7 of the Basic User Guide.

## How to Assign Drums to the Outputs

### P3: Output

This Parameter determines to which of the six outputs a Drum assigned to a MIDI Note will be sent. The six outputs are configured as two stereo pairs (Main L/R and Aux 1/2) and two mono outputs (Aux 3 & Aux 4).

- To assign a Drum to a specific output or output pair, move the cursor beneath the Output Assignment Parameter Value:

Output: MAIN L/R

Note: 83 B4 <sup>P3</sup>

- Move the Value encoder to change the Output Assignment.
- There are five possible Values for the Output Assignment Parameter:

Main L/R (stereo)

Aux L/R (stereo)

Aux 3 (mono)

Aux 4 (mono)

FX Only

The FX Only setting removes the dry signal of a Drum from all outputs, but the Drum still sends to the assigned Effects Buss. The result is an “effect only” Drum that can be used as a musical effect or as a layer with another Drum using the Drum Link Parameter.

- If a stereo Drum is assigned to Aux 3 or Aux 4, it will be automatically summed to mono. This summation can be desirable in some applications, but if you want to preserve the image of a stereo Drum, then only assign it to Main L/R or Aux 1/2.

## How to Adjust the Effects Levels

### P4: FX Level

This Parameter allows you to set the amount of Drum signal that is sent to the Effects processor for each MIDI Note of the DM Pro. Higher Values will make the Drum sound more wet, and lower Values will make the Drum sound less wet. A Value of 00 will leave the Drum completely dry (no effects).

- To set the Effects Send Level, move the cursor beneath the Parameter Value and adjust the send amount to taste with the Value encoder:

FX Level: 70

Note:83 B4 <sup>P4</sup>



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7-52-0030 5/99