

DM PRO MANUAL ADDENDUM

(Version 1.03 and higher)

Please refer to the following page numbers and substitute the updated information for the old:

Page 17 Audio Connections

MONO In order to "sum" the stereo output of the DM Pro to mono, you'll need a "Y" cord with two mono 1/4" jacks on one side and a mono 1/4" jack on the other. (This sort of cable should be commonly available.) Connect the two jacks from the "branch" end of the Y cable to the [MAIN OUT-L] and the [MAIN OUT-R]. Connect the other end of the "Y" cable to a mono amplification system or a single mixer input.

Page 19 External Trigger Connections (Hi Hat Assignment #2)

The Trigger Note Assignments for some Drumkits are as follows (Drumkits 0, 2-4, 6, 8-21, 23-34, 36, 38, 39, 42-44 and 46-51):

TRIGGER	NOTE NAME	NOTE #	DRUM
1	C_1	36	Kick Drum
2	D_1	38	Snare Drum
3	C#1	37	Crosstick
4	C_2	48	Tom 1 (Hi Rack)
5	A_1	45	Tom 2 (Low Rack)
6	F_1	41	Tom 3 (Floor)
7	C#2	49	Cymbal 1 (Crash)
8*	G_5	91	Cymbal 2 (Choke/Silence)
9	F#4	54	Perc 1 (Tambourine)
10	G#4	56	Perc 2 (Cowbell)
11	D#2	51	Ride Cymbal
12	F_2	53	Ride Bell
13* Pedal Down	G#5	92	Hi-hat Center Closed
13* Pedal Up	A_5	93	Hi-hat Center Open
14* Pedal Down	A#5	94	Hi-hat Edge Closed
14* Pedal Up	B_5	95	Hi-hat Edge Open
15	G#1	44	Hi-hat Foot Down
16*	C_6	96	Hi-hat Foot Up

* not part of the General MIDI Standard Drum Layout

All other Drumkits follow the Trigger Note Assignments listed on page 19, with the exception of Trigger 8 which has been reassigned to MIDI note # 91 for the purpose of cymbal muting (Drumkits 0-53).

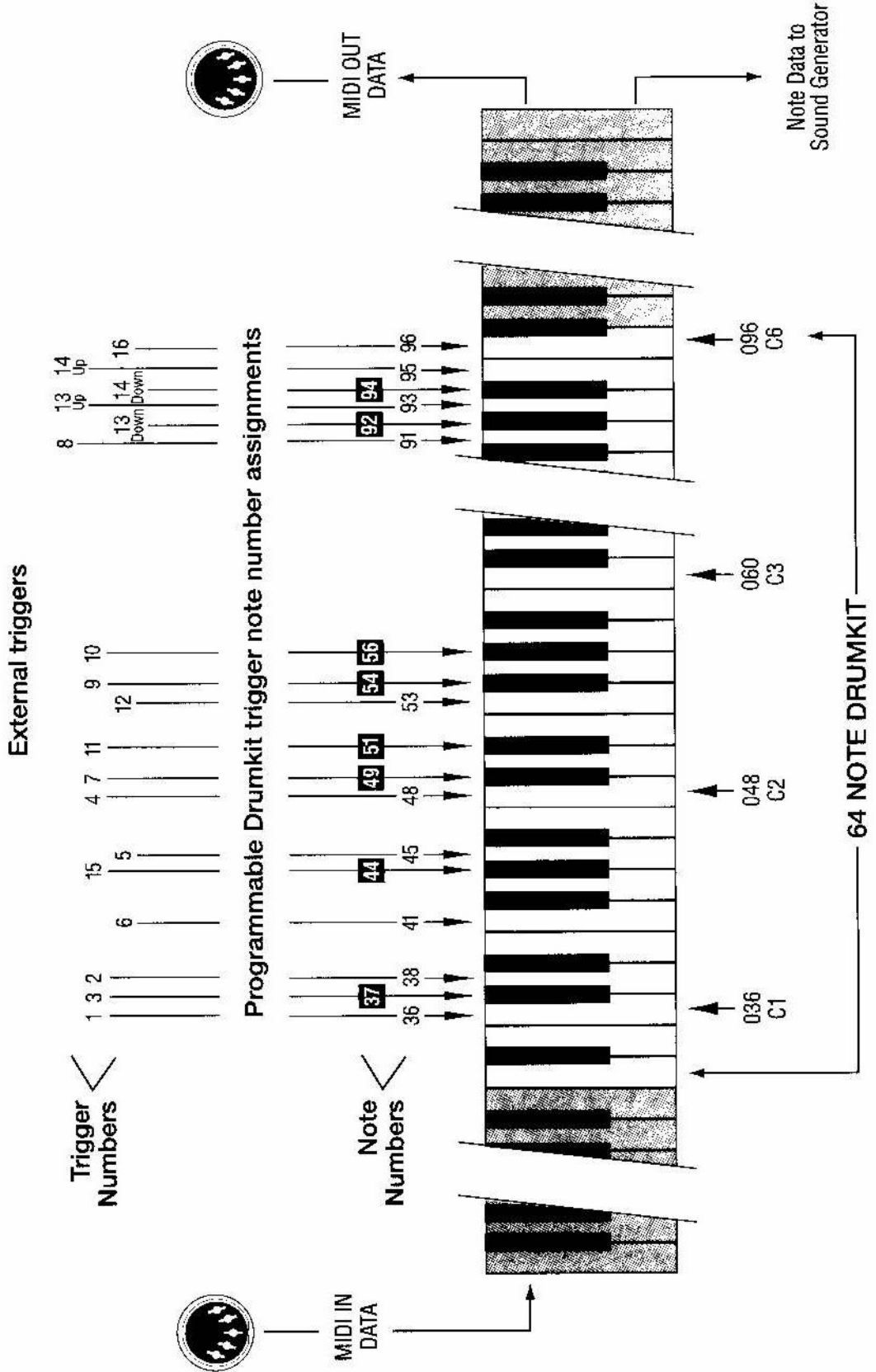
Page 43 DM Pro Trigger/Note Relationship diagram (Hi Hat Assignment #2)

On the next page of this addendum you'll find a slightly modified version of the diagram from page 43. It reflects the changes made to the External Trigger Connections list on Page 19, and is valid for Drumkits 0, 2-4, 6, 8-21, 23-34, 36, 38, 39, 42-44 and 46-51.

NOTE: The diagram on page 43 has the trigger assignments reversed for 14 up and 14 down. 14 down should point to MIDI note number 94 and 14 up should point to MIDI note number 95.

DM PRO TRIGGER/NOTE RELATIONSHIP

HI HAT ASSIGNMENT #2



The Trigger Velocity Curves have been improved to give you more control over the pads' response to your playing style. Here is a list of the Velocity Curves available to you:

LINEAR

EXPONENTIAL 1 less steep, approaching linear response

EXPONENTIAL 2 light/medium steep

EXPONENTIAL 3 medium steep exponential curve

EXPONENTIAL 4 even more steep

EXPONENTIAL 5 steepest curve; hard to get full velocity hits, slow curving up

LOG 1 lightest Logarithmic curve, basically the opposite response of Exp 1

LOG 2 medium sharp log

OFFSET 1 basically linear, but the softest possible strike produces a slightly higher velocity output, and slightly less force is required for maximum velocity output.

OFFSET 2 softest possible strike produces a medium velocity output, with a 2:1 correlation between increased Trigger input level and velocity output. Consider this a form of "velocity compression."

J-CURVE 1 similar to Offset 1, with more gradual increase in velocity output until the final 10% of the curve. Velocity output increases rapidly from that point to maximum

J-CURVE 2 similar to J-Curve 1, with an even more gradual increase in velocity output until the final 10% of the curve. Velocity output increases even more rapidly from that point to maximum

INVERTED exact opposite of Linear

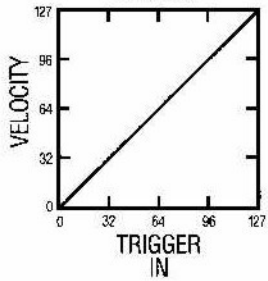
MAX everything played is maximum

FIXED everything played is set to the GAIN parameter level; adjust GAIN for the FIXED velocity value. Adjust Threshold for sensitivity

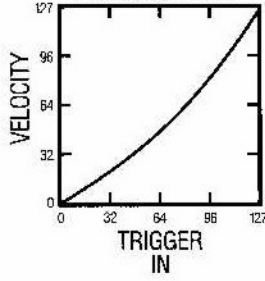
On the next page you will find a series of graphs which represent the response characteristics of each Velocity Curve.

TRIGGER VELOCITY CURVE SETTINGS

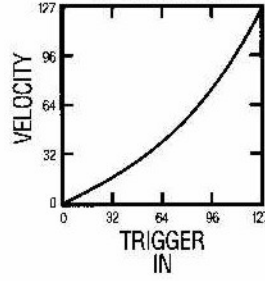
LINEAR



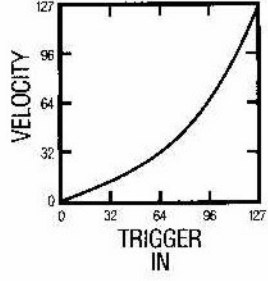
EXPONENTIAL 1



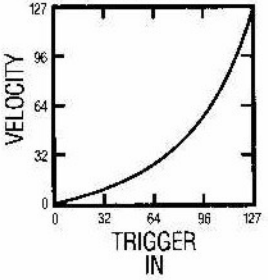
EXPONENTIAL 2



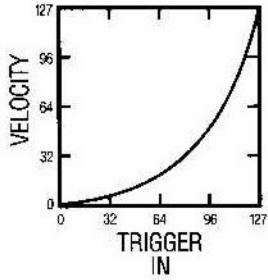
EXPONENTIAL 3



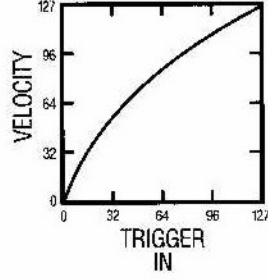
EXPONENTIAL 4



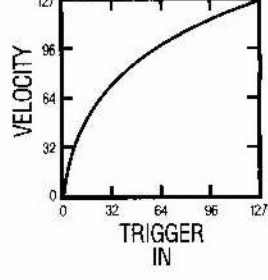
EXPONENTIAL 5



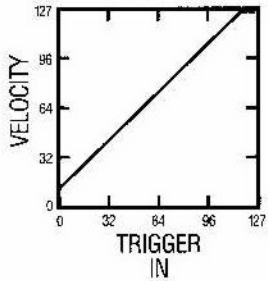
LOGARITHMIC 1



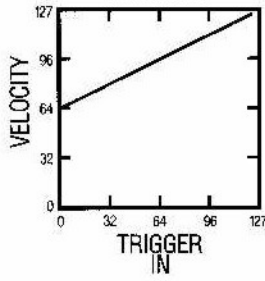
LOGARITHMIC 2



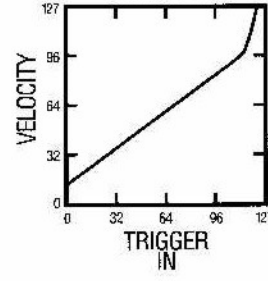
OFFSET 1



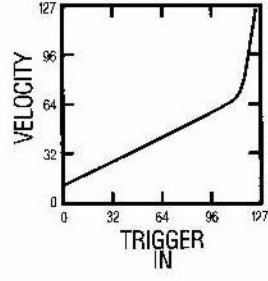
OFFSET 2



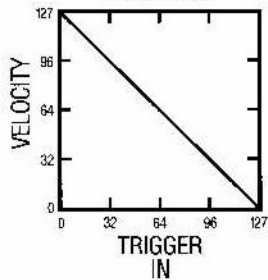
J CURVE 1



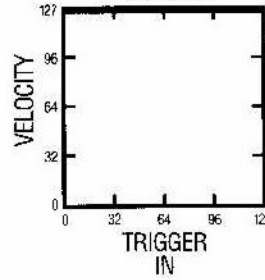
J CURVE 2



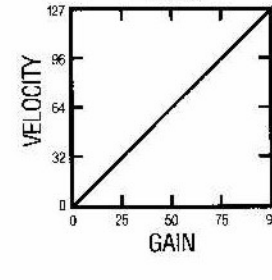
INVERTED



MAXIMUM



FIXED



Note that the scale on the **FIXED** curve is different from the other curves. On the bottom of the graph it lists "GAIN" instead of "TRIGGER IN," and the scale runs from 0 to 99 instead of 0-127. What this shows is that the output of that Trigger, or "VELOCITY" on the vertical axis of the graph, increases as the "GAIN" is increased from 0 to 99.