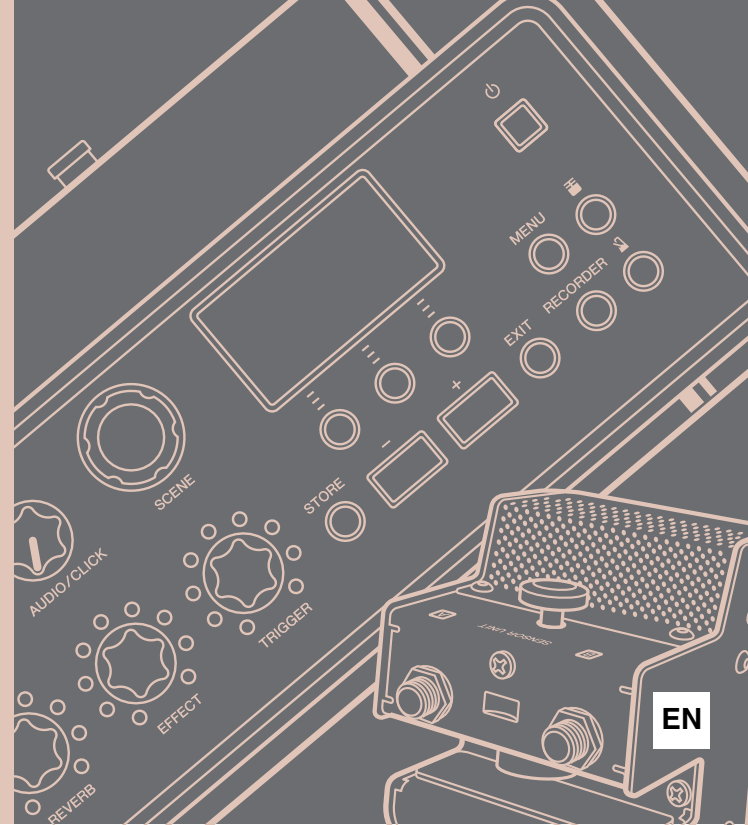




Electronic Acoustic
Drum Module

EAD10

Data List



EN

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Preset Scene

No.	Name	Description		
1	Arena	This Scene gives you the feeling of being in a large arena with a huge ambient effect.		
2	Psyche	This Scene has synth-type sounds triggered from the bass and snare drums.		
3	DynaPhaser	This Scene features a sweeping phaser effect that changes with your playing dynamics.	(*1)	
4	Dance 8	The Trigger Sounds of the bass and snare drums have the classic dance and hip hop sounds.		
5	ReversGate	The reverse gated reverb in this Scene gives your drum set a “reverse” sounding effect after each hit.		
6	8th Note	The delay setting in this Scene is set to eighth notes that ping-pong right and left. Create interesting beats and fills with just a few notes.		
7	Flanger	The flanger effect in this Scene gives you a swirling sound and effective for big fills and steady grooves.		
8	Dirty	This Scene gives your drum set a unique sound with both a low-fi and a grunge effect.	(*1)	
9	Fat Splat	The heavy modulation effect on this Scene provides a “splating” sound to your drum set.		
10	It's 1985	A heavy gated reverb effect combined with gated sounds assigned to the bass and snare give your drum set the sounds that became popular in the 1980s.		
11	Compressor	This Scene features a compressor effect. The Mic Sound input is dynamically more consistent with a more powerful sound.	(*1)	
12	Studio Rev	This Scene simulates the sound of a studio.		
13	Room Rev	This Scene simulates the sound of an ambient room.		
14	BPM Shuffle	This Scene uses a delay effect, synchronized with the tempo, to create a triplet feel.		
15	Stage Rev	This Scene simulates a sound of a stage.		
16	BPM Dot8th	This Scene uses a delay effect, synchronized with the tempo to create a dotted eighth note feel.		
17	EarlyRefRv	This Scene adds only the early reflections of reverberation.		
18	PlateReverb	This Scene simulates the sound of a plate reverb.		
19	Heavy Rock	This Scene assigns a heavy Trigger Sound to the bass drum. Ideal for rock music.		
20	Solid Rock	This Scene assigns a tight Trigger Sound to the bass drum. Ideal for rock music.		
21	BoomRocker	This Scene assigns a loosely tuned Trigger Sound to the bass drum.		
22	Metal Kick	This Scene assigns a Trigger Sound with a sharp attack to the bass drum. Ideal for metal music.		
23	SpeedMetal	This Scene has a Trigger Sound assigned to the bass drum that has an attack that prevents the sound from becoming buried after repeated strikes. Ideal for metal music.		
24	JingleKick	This Scene assigns a percussion Trigger Sound to the bass drum.		
25	Big Gated	This Scene simulates a vintage gated reverb drum sound.		
26	Calf Heads	This Scene has the classic calf head drum sound.		(*2)
27	Oil Drums	This Scene is heavily compressed with lots of metallic impact but a thinner drum sound.	(*1)	(*2)
28	Vintage	This Scene is designed to sound like a drum set from the early 1960s in large sizes.		(*2)
29	Motor City	This Scene is designed to sound like a vintage tape recording session through a single microphone.	(*1)	(*2)
30	Rockabilly	This Scene features distortion and a short delay effect.		(*2)
31	Bop Kick	Lower pitched samples, and the overall character is more designed to blend with music rather than to cut through.		(*2)
32	Hiphop	This Scene is ideal for hip-hop music.		
33	Low Rider	This Scene assigns a Trigger Sound with a sustaining low-end to the bass drum.		
34	BreakBeats	This Scene is ideal for breakbeat music.		
35	Jungle	This Scene is ideal for jungle music.		
36	Plus T9	This Scene features vintage rhythm machine Trigger Sounds.		
37	BrassSwirl	This Scene has powerful dance Trigger Sounds that create a spacious feeling.		
38	Weapon X	This Scene assigns electronic Trigger Sounds. Ideal for electronic dance music.		
39	Elect Dub	This Scene uses Trigger Sounds ideal for dubstep music.		
40	Club Beats	This Scene uses Trigger Sounds ideal for club music to create a tight sound.		
41	Dubstep	This Scene features unique Trigger Sounds that emphasize a sharp attack.		
42	NoiZ	This Scene features a noise type Trigger Sound.		
43	Vinyl Loop	This Scene has a layered vinyl loop sound underneath it.	(*1)	
44	Cyclone	This Scene features a phaser effect.		
45	Space Toms	This Scene features a flanger effect that changes with your playing dynamics. This is particularly effective when playing toms.	(*1)	
46	WowWow	This Scene features a cutoff filter that changes with your playing dynamics.		
47	Whistler	This Scene features a ring modulator effect that changes with your playing dynamics.		
48	BusySignal	This Scene features a ring modulator effect.		
49	Mars Dance	This Scene features an auto-wah effect.		
50	220 Volts	This Scene features a touch-wah effect.	(*1)	

(*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)

(*2) These Scenes make it easier to hear the effectiveness of Mic Effects and Trigger Sounds during playback of your recorded performance.

No.	Kick	Snare1	Snare2	Tom	Cymbal	Perc	Effect
0	No Assign	No Assign	No Assign	No Assign	No Assign	No Assign	No Assign
1	MapleC 22	MapleCustm	HipHop 1	MapleC H	Bright 18	Conga H SW	ElecPerc 1
2	OakC 22-1	OakCustom	HipHop 2	MapleC M	Dark 18	Conga L SW	ElecPerc 2
3	OakC 22-2	BirchCustm	HipHop 3	MapleC L	Bright 20	Bongo H SW	ElecPerc 3
4	BirchC 22	BeechCustm	HipHop 4	OakC H	Dark 20	Bongo L SW	ElecPerc 4
5	BeechC 22	Rock	HipHop 5	OakC M	China 19	Timbales H	ElecPerc 5
6	Rock	Metal	HipHop 6	OakC L	China 17	Timbales L	ElecPerc 6
7	Metal	HardRock	HipHop 7	BirchC H	Splash 1	Surdo SW	ElecPerc 7
8	HardRock	Vintage70s	HipHop 8	BirchC M	Splash 2	PndeiroOp	ElecPerc 8
9	Vtg70s 24	Vintage50s	HipHop 9	BirchC L	Trash	PndeiroTap	ElecPerc 9
10	Vtg70s24Mt	Funk	HipHop 10	BeechC H	RX11 Crash	PndeiroShk	ElecPerc10
11	Vtg50s 22	Deep Oak	HipHop 11	BeechC M	RX5 Crash	PndeiroSld	ElecPerc11
12	Vtg50s22Mt	Jazz	HipHop 12	BeechC L	RX Ride	Tambarin 1	ElecPerc12
13	Jazz	Deep Brush	HipHop 13	Rock H	T8 Crash	Tambarin 2	ElecPerc13
14	RX11	RX11-1	HipHop 14	Rock M	T9 Crash	Cowbell1SW	ElecPerc14
15	RX5	RX11-2	HipHop 15	Rock L	T8 Ride	Cowbell 2	ElecPerc15
16	T8-1	RX5	HipHop 16	Metal H	T9 Ride	Cowbell 3	ElecPerc16
17	T8-2	T8-1	HipHop 17	Metal M	MG Ride	Claves	ElecPerc17
18	T8-3	T8-2	Hip 1	Metal L	SynCrash 1	Maracas	ElecPerc18
19	T8 Down	T8-3	Hip 2	HardRock H	SynCrash 2	TriangleOp	ElecPerc19
20	T9-1	T8-4	Hip 3	HardRock M	ElecCym 1	TriangleMt	ElecPerc20
21	T9-2	T8-5	Hip Gate	HardRock L	ElecCym 2	GuiroShort	ElecPerc21
22	T9-3	T9-1	Break	Vintg70s H	ElecCym 3	GuiroLong	ElecPerc22
23	T9 Hard 1	T9-2	Break Dist	Vintg70s M	ElecCym 4	Agogo H	ElecPerc23
24	T9 Hard 2	T9-3	BreakHeavy	Vintg70s L	ElecCym 5	Agogo L	ElecPerc24
25	T9 Hard 3	T9-4	Break Roll	Vintg50s H	ElecCym 6	WoodBlockH	An Cowbell
26	T9 Hard 4	T9-5	DNB 1	Vintg50s M	ElecCym 7	WoodBlockL	An Claves
27	Sm	T9 Gate	DNB 2	Vintg50s L	ElecCym 8	Shaker 1	An Shaker
28	AnSm	Sm	DNB 3	Jazz H	ElecRide 1	Shaker 2	ElcClaves1
29	AnCR	AnSm	DNB 4	Jazz M	ElecRide 2	Caxixi Hit	ElcClaves2
30	ElecComp 1	Synth	Human 1	Jazz L	ElecRide 3	Whistle S	ElecShaker
31	ElecComp 2	Analog	Human 2	Brush H	ElecRide 4	Whistle L	HiQ
32	ElecComp 3	MG Snare	Jungle 1	Brush M	HipHopCr 1	Djambe Lo	Zap
33	Trance PWR	TrancePWR1	Jungle 2	Brush L	HipHopCr 2	Djambe Op	NLZap
34	Gate 1	TrancePWR2	Jungle 3	Marching H	HipHopCr 3	Djambe Slp	SynPerc
35	Gate 2	Gate 1	Jungle FX	Marching M	HipHopCr 4	Djambe Mt	ClickDelay
36	FX Gate	Gate 2	FX 1	Marching L	HipHopCr 5	Cajion Lo	An Clap
37	Electric 1	Gate 3	FX 2	RX5 H	HipHopRd	Cajion Ft	T9 Clap
38	Electric 2	Gate 4	FX 3	RX5 M	Lo-Fi Cym	Cajion Slp	HandClap
39	Electric 3	Gate 5	FX 4	RX5 L	NoiseCym 1	Cajion Mt	HHopClap 1
40	Electric 4	Gate 6	Clap Ana	T8-1 H	NoiseCym 2	TalkDr Op	HHopClap 2
41	Electric 5	Gate 7	Dist	T8-1 M	NoiseCym 3	PotDrum Op	HHopClap 3
42	Electric 6	Gate 8	Cut	T8-1 L	RevCym 1	Dundun Op	HHopClap 4
43	Electric 7	Electro 1	SnAssist 1	T8-2 H	RevCym 2	Dundun Cl	HHopClap 5
44	Electric 8	Electro 2	SnAssist 2	T8-2 M	Vo China	Darbuka Op	HHopClap 6
45	Electric 9	Electro 3	SnAssist 3	T8-2 L	Vo Ride	Darbuka Sl	HHopClap 7
46	Electric10	Electro 4	SnAssist 4	T9 H	HH14-1	Darbuka Mt	HHopClap 8
47	Electric11	Electro 5	SnAssist 5	T9 M	HH14-2	Sangban Op	HHopClap 9
48	Electric12	Electro 6	SnAssist 6	T9 L	HH RX11	Kenkeni Op	HHopClap10
49	ElecFX 1	Electro 7	SnAssist 7	Sm H	HH RX5	AfricanBIH	HHopClap11
50	ElecFX 2	Electro 8	SnAssist 8	Sm M	HH T8	AfricanBIL	HHopClap12
51	ElecGate	Electro 9	SnAssist 9	Sm L	HH T9	Tombak Op	HHopSnap 1
52	ElecClick	Electro 10	SnAssist10	Synth H	HH EI1	Daf Open	HHopSnap 2
53	ElecPower1	Electro 11	SnAssist11	Synth M	HH EI2	Daf Slap	HHopSnap 3
54	ElecPower2	Electro 12	SnAssist12	Synth L	HH EI3	Daf Mute	HipHop FX
55	R&B 1	Electro 13		Big H	HH R&B1	Riq Open	XfdSnare 1
56	R&B 2	Electro 14		Big M	HH R&B2	Riq Slap	XfdSnare 2
57	R&B 3	Electro 15		Big L	HH R&B3	Riq Shake	XfdSnare 3
58	R&B 4	Electro 16		Gate 1 H	HH HipHop1	Riq Hit	MG Kick 1
59	R&B 5	Electro 17		Gate 1 M	HH HipHop2	Sagat Op	MG Kick 2
60	HipHop 1	Electro 18		Gate 1 L	HH DNB	Sagat Cl	MG Kick 3
61	HipHop 2	Electro 19		Gate 2 H	Machine 1	Sagat SW	MG Kick 4
62	HipHop 3	Electro 20		Gate 2 M	Machine 2	Tabla Na	MG Kick 5
63	HipHop 4	Electro 21		Gate 2 L	Machine 3	Bayan Ge	MG Kick 6
64	HipHop 5	Electro 22		Gate 3 H	Machine 4	Dhol RH Op	MG Snare 1
65	HipHop 6	R&B 1		Gate 3 M	Analog 1	Dhol RH Cl	MG Snare 2

No.	Kick	Snare1	Snare2	Tom	Cymbal	Perc	Effect
66	HipHop 7	R&B 2		Gate 3 L	Analog 2	Dhol LH Op	MG FX 1
67	HipHop 8	R&B 3		Noise H	Analog 3	Dhol LH Cl	MG FX 2
68	HipHop 9	Garage H		Noise M	Analog 4	KanjiraHit	Synth 1
69	HipHop 10	Garage L		Noise L	Analog 5	KanjiraSlp	Synth 2
70	HipHop 11	FM		Electric 1	FX HiHat	KanjiraShk	Synth 3
71	HipHop 12	Syn		Electric 2		ZangGu	Vo Kick
72	HipHop 13	Clappy		Electric 3		ZangGu Rim	Vo Snare
73	HipHop 14	Timber		Amb Tom		BianGu	Vo SnOp
74	HipHop 15	Wood		DNB H		BianGu Rim	Vo SnCIR
75	HipHop 16	Hammer		DNB M		BianGuHand	Vo Tom H
76	HipHop 17	Lo-Fi		DNB L		TangGu	Vo Tom M
77	HipHop 18	Rim SE				TangGu Rim	Vo Tom L
78	HipHop 19					PaiGu 1	Vo HH Op
79	HipHop 20					PaiGu 2	Vo HH OpE
80	HipHop 21					PaiGu 3	Vo HH Cl
81	Hip Deep					XiaoBo Opn	Vo HH ClE
82	Break 1					XiaoBo Cls	Vo HH Ft
83	Break 2					DaBo Opn	Vo HH Sp
84	Break Deep					DaBo Cls	Vo Ride
85	BreakHeavy					XiaoLuo	Vo China
86	Break Hard					ZhongLuo	Vo Cowbell
87	DNB 1					FengLuo	Vo Clap
88	DNB 2					ShangNao 1	Lazer 1
89	Human 1					ShangNao 2	Lazer 2
90	Human 2					Qing H	Noise 1
91	Blip 1					Qing L	Noise 2
92	Blip 2					Taiko Don	WhiteNoise
93	Jungle 1					Taiko Ka	Raspberry
94	Jungle 2					KoTaik1Ten	SE 1
95	Jungle 3					KoTaik1Tsu	SE 2
96	Dist 1					KoTaik2Ten	SE 3
97	Dist 2					KoTaik2Tsu	SE 4
98	Dist 3					TsuzumiPon	SE 5
99	Dist 4					TsuzumiBnd	SE 6
100	Dist 5					OokawaChon	SE 7
101	Dist RM					Temple Blk	SE 8
102	+HH					KontikiKon	Uh
103	Fx Hammer					Kontiki Ki	Hey
104	Zap Hard					Atari Kon	One
105	Zap Mid					Atari Chi	Two
106	Sustain					Ainote 1	Three
107	Tek Power					Ainote 2	Four
108	Hard Long					GranCasaOp	Clk 1 Acc
109	Ana Tight					Field Sn	Clk 1 4th
110	Ana Hard					FldSn OpRm	Clk 1 8th
111	Lo-Fi					FldSn ClRm	Clk 1 16th
112	ThickSkin					OrchSn	Clk 1 Trp
113	Slippery					OrchSnOpRm	Clk 2 Acc
114	KkAssist 1					OrchSnClRm	Clk 2 Beat
115	KkAssist 2					OrTambHtOp	Clk 3 Acc
116	KkAssist 3					OrTambHtCl	Clk 3 Beat
117	KkAssist 4					OrTambHtSk	Clk 4 Acc
118	KkAssist 5					Castanet	Clk 4 Beat
119	KkAssist 6					Vibraslap	
120	KkAssist 7					SleighBel	
121	KkAssist 8					WindChime	
122	KkAssist 9					HandCym Op	
123	KkAssist10					HandCym Mt	
124	KkAssist11					FingrCymOp	
125	KkAssist12					RibonCrash	
126						Timpani	
127						Tamtam	

Voice

No.	Kick	Snare1	Snare2	Tom	Cymbal	Perc	Effect
0	No Assign	No Assign	No Assign	No Assign	No Assign	No Assign	No Assign
1	MapleC 22	MapleCustm	HipHop 1	MapleC H	Bright18	Conga H SW	ElecPerc 1
2	OakC 22-1	MapleCOPRm	HipHop 2	MapleC M	Bright18Eg	Conga L SW	ElecPerc 2
3	OakC 22-2	MapleCCIRm	HipHop 3	MapleC L	Bright18Cp	Bongo H SW	ElecPerc 3
4	BirchC 22	OakCustom	HipHop 4	OakC H	Dark 18	Bongo L SW	ElecPerc 4
5	BeechC 22	OakC OpRm	HipHop 5	OakC M	Dark 18 Eg	Timbales H	ElecPerc 5
6	Rock	OakC CIRm	HipHop 6	OakC L	Dark 18 Cp	Timbales L	ElecPerc 6
7	Metal	BirchCustm	HipHop 7	BirchC H	Bright20	Surdo SW	ElecPerc 7
8	HardRock	BirchCOPRm	HipHop 8	BirchC M	Bright20Eg	PndeiroOp	ElecPerc 8
9	Vtg70s 24	BirchCCIRm	HipHop 9	BirchC L	Bright20Cp	PndeiroTap	ElecPerc 9
10	Vtg70s24Mt	BeechCustm	HipHop 10	BeechC H	Dark 20	PndeiroShk	ElecPerc10
11	Vtg50s 22	BeechCOPRm	HipHop 11	BeechC M	Dark 20 Eg	PndeiroSld	ElecPerc11
12	Vtg50s22Mt	BeechCCIRm	HipHop 12	BeechC L	Dark 20 Cp	Tambarin 1	ElecPerc12
13	Jazz	Rock	HipHop 13	Rock H	China 19	Tambarin 2	ElecPerc13
14	RX11	Rock OpRm	HipHop 14	Rock M	China 17	Cowbell1SW	ElecPerc14
15	RX5	Rock CIRm	HipHop 15	Rock L	Splash 1	Cowbell 2	ElecPerc15
16	T8-1	Metal	HipHop 16	Metal H	Splash 2	Cowbell 3	ElecPerc16
17	T8-2	Metal OpRm	HipHop 17	Metal M	Trash	Claves	ElecPerc17
18	T8-3	Metal CIRm	HipHopRim1	Metal L	RX11 Crash	Maracas	ElecPerc18
19	T8 Down	HardRock	HipHopRim2	HardRock H	RX5 Crash	TriangleOp	ElecPerc19
20	T9-1	HROck OpRm	HipHopRim3	HardRock M	RX11 Ride	TriangleMt	ElecPerc20
21	T9-2	HROck CIRm	HipHopRim4	HardRock L	RX5 RdEg	GuiroShort	ElecPerc21
22	T9-3	Vintage70s	HipHopRim5	Vintg70s H	RX5 RdCp	GuiroLong	ElecPerc22
23	T9 Hard 1	Vtg70sOpRm	HipHopRim6	Vintg70s M	T8 Crash	Agogo H	ElecPerc23
24	T9 Hard 2	Vtg70sCIRm	Hip 1	Vintg70s L	T9 Crash	Agogo L	ElecPerc24
25	T9 Hard 3	Vintage50s	Hip 2	Vintg50s H	T8 Ride	WoodBlockH	An Cowbell
26	T9 Hard 4	Vtg50sOpRm	Hip 3	Vintg50s M	T9 Ride	WoodBlockL	An Claves
27	Sm	Vtg50sCIRm	Hip Gate	Vintg50s L	SynCrash 1	Shaker 1	An Shaker
28	AnSm	Funk	Hip Rim1	Jazz H	SynCrash 2	Shaker 2	ElcClaves1
29	AnCR	Funk OpRim	Hip Rim2	Jazz M	ElecCym 1	Caxixi Hit	ElcClaves2
30	ElecComp 1	Funk CIRm	Hip Rim3	Jazz L	ElecCym 2	Whistle S	ElecShaker
31	ElecComp 2	Deep Oak	Hip Rim4	Brush H	ElecCym 3	Whistle L	HiQ
32	ElecComp 3	DpOak OpRm	Hip Rim5	Brush M	ElecCym 4	Djambe Lo	Zap
33	Trance PWR	DpOak CIRm	Break 1	Brush L	ElecCym 5	Djambe Op	NLZap
34	Gate 1	Jazz	Break 2	Marching H	ElecCym 6	Djambe Slp	SynPerc
35	Gate 2	Jazz OpRim	Break Rim	Marching M	ElecCym 7	Djambe Mt	ClickDelay
36	FX Gate	Jazz CIRim	Break Dist	Marching L	ElecCym 8	Cajion Lo	An Clap
37	Electric 1	Brush	BreakHeavy	RX5 H	ElecRide 1	Cajion Ft	T9 Clap
38	Electric 2	Brush OpRm	Break Roll	RX5 M	ElecRd 1Eg	Cajion Slp	HandClap
39	Electric 3	Amb Rim	DNB 1	RX5 L	ElecRd 1Cp	Cajion Mt	HHopClap 1
40	Electric 4	RX11-1	DNB 2	T8-1 H	ElecRd 2Cp	TalkDr Op	HHopClap 2
41	Electric 5	RX11-2	DNB 3	T8-1 M	ElecRide 3	PotDrum Op	HHopClap 3
42	Electric 6	RX11-3	DNB 4	T8-1 L	ElecRide 4	Dundun Op	HHopClap 4
43	Electric 7	RX11-4	Human 1	T8-2 H	HipHopCr 1	Dundun Cl	HHopClap 5
44	Electric 8	RX5-1	Human 2	T8-2 M	HipHopCr 2	Darbuka Op	HHopClap 6
45	Electric 9	RX5-2	Jungle 1	T8-2 L	HipHopCr 3	Darbuka Sl	HHopClap 7
46	Electric10	RX11 Rim	Jungle 2	T9 H	HipHopCr 4	Darbuka Mt	HHopClap 8
47	Electric11	RX5 Rim	Jungle 3	T9 M	HipHopCr 5	Sangban Op	HHopClap 9
48	Electric12	T8-1	Jungle FX	T9 L	HipHopRd	Kenkeni Op	HHopClap10
49	ElecFX 1	T8-2	FX 1	Sm H	HipHopRdCp	AfricanBIH	HHopClap11
50	ElecFX 2	T8-3	FX 2	Sm M	Lo-Fi Cym	AfricanBIL	HHopClap12
51	ElecGate	T8-4	FX 3	Sm L	NoiseCym 1	Tombak Op	HHopSnap 1
52	ElecClick	T8-5	FX 4	Synth H	NoiseCym 2	Daf Open	HHopSnap 2
53	ElecPower1	T9-1	Clap Ana	Synth M	NoiseCym 3	Daf Slap	HHopSnap 3
54	ElecPower2	T9-2	Dist	Synth L	RevCym 1	Daf Mute	HipHop FX
55	R&B 1	T9-3	Cut	Big H	RevCym 2	Riq Open	XfdSnare 1
56	R&B 2	T9-4	SnAssist 1	Big M	HH14-1Op	Riq Slap	XfdSnare 2
57	R&B 3	T9-5	SnAssist 2	Big L	HH14-1OpEg	Riq Shake	XfdSnare 3
58	R&B 4	T8 Rim	SnAssist 3	Gate 1 H	HH14-1OpCp	Riq Hit	MG Kick 1
59	R&B 5	T9 Rim	SnAssist 4	Gate 1 M	HH14-1Cl	Sagat Op	MG Kick 2
60	HipHop 1	T9 Gate	SnAssist 5	Gate 1 L	HH14-1ClEg	Sagat Cl	MG Kick 3
61	HipHop 2	Sm	SnAssist 6	Gate 2 H	HH14-1ClCp	Sagat SW	MG Kick 4
62	HipHop 3	AnSm	SnAssist 7	Gate 2 M	HH14-1Ft	Tabla Na	MG Kick 5
63	HipHop 4	AnSm Rim	SnAssist 8	Gate 2 L	HH14-1Sp	Bayan Ge	MG Kick 6
64	HipHop 5	Synth	SnAssist 9	Gate 3 H	HH14-2Op	Dhol RH Op	MG Snare 1
65	HipHop 6	Analog	SnAssist10	Gate 3 M	HH14-2OpEg	Dhol RH Cl	MG Snare 2

No.	Kick	Snare1	Snare2	Tom	Cymbal	Perc	Effect
66	HipHop 7	Analog Rim	SnAssist11	Gate 3 L	HH14-2OpCp	Dhol LH Op	MG FX 1
67	HipHop 8	TrancePWR1	SnAssist12	Noise H	HH14-2Cl	Dhol LH Cl	MG FX 2
68	HipHop 9	TrancePWR2		Noise M	HH14-2ClEg	KanjiraHit	Synth 1
69	HipHop 10	Gate 1		Noise L	HH14-2ClCp	KanjiraSlp	Synth 2
70	HipHop 11	Gate 2		Electric 1	HH14-2Ft	KanjiraShk	Synth 3
71	HipHop 12	Gate 3		Electric 2	HH14-2Sp	ZangGu	Vo Kick
72	HipHop 13	Gate 4		Electric 3	HH RX11 Op	ZangGu Rim	Vo Snare
73	HipHop 14	Gate 5		Amb Tom	HH RX5 Op	BianGu	Vo SnOp
74	HipHop 15	Gate 6		DNB H	HH RX11 Cl	BianGu Rim	Vo SnCIR
75	HipHop 16	Gate 7		DNB M	HH RX5 Cl	BianGuHand	Vo Tom H
76	HipHop 17	Gate 8		DNB L	HH T8 Op	TangGu	Vo Tom M
77	HipHop 18	Gate Rim			HH T8 Cl	TangGu Rim	Vo Tom L
78	HipHop 19	Electro 1			HH T9 Op	PaiGu 1	Vo HH Op
79	HipHop 20	Electro 2			HH T9 Cl	PaiGu 2	Vo HH OpE
80	HipHop 21	Electro 3			HH E1Op	PaiGu 3	Vo HH Cl
81	Hip Deep	Electro 4			HH E1OpEg	XiaoBo Opn	Vo HH ClE
82	Break 1	Electro 5			HH E1Cl	XiaoBo Cls	Vo HH Ft
83	Break 2	Electro 6			HH E1ClEg	DaBo Opn	Vo HH Sp
84	Break Deep	Electro 7			HH E1Ft	DaBo Cls	Vo Ride
85	BreakHeavy	Electro 8			HH E1Sp	XiaoLuo	Vo China
86	Break Hard	Electro 9			HH E2Op	ZhongLuo	Vo Cowbell
87	DNB 1	Electro 10			HH E2OpEg	FengLuo	Vo Clap
88	DNB 2	Electro 11			HH E2Cl	ShangNao 1	Lazer 1
89	Human 1	Electro 12			HH E2ClEg	ShangNao 2	Lazer 2
90	Human 2	Electro 13			HH E2Ft	Qing H	Noise 1
91	Blip 1	Electro 14			HH E2Sp	Qing L	Noise 2
92	Blip 2	Electro 15			HH E3Op	Taiko Don	WhiteNoise
93	Jungle 1	Electro 16			HH E3OpEg	Taiko Ka	Raspberry
94	Jungle 2	Electro 17			HH E3Cl	KoTaik1Ten	SE 1
95	Jungle 3	Electro 18			HH E3ClEg	KoTaik1Tsu	SE 2
96	Dist 1	Electro 19			HH E4Cl	KoTaik2Ten	SE 3
97	Dist 2	Electro 20			HH R&B1 Op	KoTaik2Tsu	SE 4
98	Dist 3	Electro 21			HH R&B1 Cl	TsuzumiPon	SE 5
99	Dist 4	Electro 22			HH R&B1 Ft	TsuzumiBnd	SE 6
100	Dist 5	ElectroRim			HH R&B1 Sp	OokawaChon	SE 7
101	Dist RM	R&B 1			HH R&B2 Op	Temple Blk	SE 8
102	+HH	R&B 2			HH R&B2 Ft	KontikiKon	Uh
103	Fx Hammer	R&B 3			HH R&B3 Op	Kontiki Ki	Hey
104	Zap Hard	R&B 1 Rim			HH R&B3 Cl	Atari Kon	One
105	Zap Mid	R&B 2 Rim			HH R&B3 Ft	Atari Chi	Two
106	Sustain	R&B 3 Rim			HH Hip1 Op	Ainote 1	Three
107	Tek Power	Garage H			HH Hip1 OpEg	Ainote 2	Four
108	Hard Long	Garage L			HipHop1 Cl	GranCasaOp	Clk 1 Acc
109	Ana Tight	FM			HHop1 ClEg	Field Sn	Clk 1 4th
110	Ana Hard	FM Rim			HipHop1 Ft	FldSn OpRm	Clk 1 8th
111	Lo-Fi	Syn			HipHop2 Op	FldSn ClRm	Clk 1 16th
112	ThickSkin	Clappy			HipHop2 Cl	OrchSn	Clk 1 Trp
113	Slippery	Timber			HHop2 ClEg	OrchSnOpRm	Clk 2 Acc
114	KkAssist 1	Wood			HipHop2 Ft	OrchSnClRm	Clk 2 Beat
115	KkAssist 2	Hammer			DNB Op	OrTambHtOp	Clk 3 Acc
116	KkAssist 3	Lo-Fi			DNB Cl	OrTambHtCl	Clk 3 Beat
117	KkAssist 4	Rim SE			DNB Ft	OrTambHtSk	Clk 4 Acc
118	KkAssist 5				Machine 1	Castanet	Clk 4 Beat
119	KkAssist 6				Machine 2	Vibraslap	
120	KkAssist 7				Machine 3	SleighBel	
121	KkAssist 8				Machine 4	WindChime	
122	KkAssist 9				Analog 1	HandCym Op	
123	KkAssist10				Analog 2	HandCym Mt	
124	KkAssist11				Analog 3	FingrCymOp	
125	KkAssist12				Analog 4	RibonCrash	
126					Analog 5	Timpani	
127					FX HiHat	Tamtam	

Effect

Reverb

No.	Name	Description
1	Hall	This reverb simulates the sound of a concert hall.
2	Studio	This reverb simulates the sound of a studio.
3	Room 1	This reverb simulates the sound of a room.
4	Room 2	This reverb simulates the sound of a room.
5	Stage	This reverb simulates the sound of a stage.
6	Small Stage	This reverb simulates the sound of a small stage.
7	Plate	This reverb simulates the sound of a plate reverb.
8	Early Ref	This reverb produces only the early reflections of reverberation.
9	Gate Reverb 1	This reverb simulates a gated reverb.
10	Gate Reverb 2	This reverb simulates a gated reverb.
11	Reverse Gate	This reverb simulates a reverse gated reverb.
12	No Effect	No effect.

Mic Effect

No.	Name	Description
1	Delay 1	This effect produces three delay sounds left, right, and center.
2	TempoDelay1 8th	The Delay 1 effect synchronizes the delay length to an eighth note tempo. *
3	TempoDelay1 Tri	The Delay 1 effect synchronizes the delay length to a quarter note triplet tempo. *
4	TempoDelay1 Dot	The Delay 1 effect synchronizes the delay to a dotted eighth note tempo. *
5	Delay 2	This effect produces two delay sounds, left and right.
6	TempoDelay2 8th	The Delay 2 effect synchronizes the delay length to an eighth note tempo. *
7	TempoDelay2 Tri	The Delay 2 effect synchronizes the delay length to a quarter note triplet tempo. *
8	TempoDelay2 Dot	The Delay 2 effect synchronizes the delay length to a dotted eighth note tempo. *
9	Compressor	This effect reduces the volume of loud sounds and amplifies quiet sounds, creating a sound that is dynamically more consistent and powerful.
10	Distortion	This effect applies distortion to the sound input creating a thicker, more powerful sound.
11	Dist+Delay	This effect applies distortion and a light delay to the sound input.
12	Dynamic Filter	The filter cutoff frequency changes in real-time according to the volume of the sound input.
13	Dynamic Flanger	The flanger effect changes according to the volume of the sound input.
14	Dynamic Phaser	The phaser effect changes according to the volume of the sound input.
15	Dynamic RingMod	The ring modulator effect changes according to the volume of the sound input.
16	Auto Wah	This effect periodically varies the center frequency of the filter.
17	Touch Wah	The center frequency of the filter in this effect changes according to the volume of the sound input.
18	Flanger	This effect produces a rising/falling sound similar to a jet aircraft.
19	Phaser	This effect produces a characteristic sound by varying the phase of the sound input.
20	Ring Modulator	This effect changes the sound input to a metallic sound.
21	Heavy Modulator	This effect is an intense chorus type effect.
22	Thru	No effect. The sound input is output as is.

* The length of the delay changes according to the tempo setting of the EAD10.

Trigger Sound Effect

No.	Name	Description
1	Doubling	This effect produces a doubling effect.
2	Distortion	This effect adds distortion to the Input Signal.
3	OverDrive	This effect adds a light distortion to the Input Signal.
4	Amp Simulator	This effect simulates a guitar amp.
5	Chorus	This effect produces a chorus effect.
6	SPX Chorus	This chorus effect produces a more complex swelling and expansive effect.
7	Flanger	This effect produces a rising/falling sound similar to a jet aircraft.
8	Phaser	This effect produces a characteristic sound by varying the phase of the sound input.
9	Ring Modulator	This effect changes the sound input to a metallic sound.
10	Auto Wah	This effect periodically varies the center frequency of the filter.
11	No Effect	No effect.

MIDI Reference Material

MIDI Data Format

1. General

1.1 Scope

The specifications described herein apply to transmission and reception of MIDI data by a EAD10 drum trigger module.

1.2 Compliance

The specifications described herein comply with the MIDI 1.0 standard.

1.3 Legend

The following symbol has a special meaning herein.

- \$: Placed in front of hexadecimal numbers.

2. Channel Messages

2.1 Key On & Key Off

Key On and Key Off messages are transmitted and received.

Range of notes received: 0 (C-2) to 127 (G8)

Velocity range: 1 to 127 (i.e., Note On only)

Scene parameters are sent with MIDI Channel and Note Numbers set for each Trigger Input source.

2.2 Control Change

2.2.1 Bank Select MSB (0), LSB (32)

Bank Select MSB and LSB messages are transmitted and received.

MSB=125, LSB=0: Preset Scene

MSB=125, LSB=1: User Scene (1 to 100)

MSB=125, LSB=2: User Scene (101 to 200)

MIDI Ch 10 only.

2.2.2 General Controller (16)

General Controller messages are received. Corresponds to the Mic Effect Depth Level.

MIDI Ch 10 only.

2.2.3 Effect 1 Depth (91)

Effect 1 Depth messages are received. Corresponds to the Reverb Send Level.

MIDI Ch 10 only.

2.2.4 Message Type (1 to 95)

When the MENU/Scene Edit/Voice/MessageType parameter setting is CC01 to CC95, control changes set here are sent when the pad is hit or the foot switch is pressed.

2.2.5 Pad Function (1 to 95)

When CC01 to CC95 is selected in the MENU/Utility/PadFunction, control changes set here are sent when the pad is hit or the foot switch is pressed.

2.3 Channel Mode

Channel Mode messages are neither transmitted nor received.

2.4 Program Change

Program Change messages are transmitted and received.

MSB=125, LSB=0: Preset Scene (1 to 50)

MSB=125, LSB=1: User Scene (1 to 100)

MSB=125, LSB=2: User Scene (101 to 200)

MIDI Ch 10 only.

2.5 Pitch Bend

Pitch Bend messages are neither transmitted nor received.

2.6 Channel Aftertouch

Channel Aftertouch messages are neither transmitted nor received.

2.7 Polyphonic Aftertouch

Polyphonic Aftertouch messages are transmitted and received.

3. System Exclusive Messages

3.1 Universal Non-Real Time

3.1.1 Identity Request

\$F0 \$7E \$0n \$06 \$01 \$F7

n is ignored.

Identity Request messages are received but not transmitted.

Upon receipt of the above message, the EAD10 transmits an Identity Reply message.

3.1.2 Identity Reply

\$F0 \$7E \$7F \$06 \$02 \$43 \$00 \$41 \$55 \$06 \$00 \$00 \$00 \$F7

Identity Reply messages are transmitted but not received.

4. System Common Messages

System Common messages are neither transmitted nor received.

5. System Real Time Messages

5.1 Timing Clock

Timing Clock messages are neither transmitted nor received.

5.2 Start & Stop

Start and Stop messages are neither transmitted nor received.

5.3 Active Sensing

Reception:

If, following receipt of an Active Sensing message, no subsequent MIDI data is received for approximately 300 milliseconds, the EAD10 will mute all voices currently playing.

Transmission:

The EAD10 constantly transmits Active Sensing messages at intervals within approximately 300 milliseconds.

Function...	Transmitted	Recognized	Remarks
Basic Default Channel Changed	1 - 16 1 - 16	1 - 16 1 - 16	
Mode Default Messages Altered	x x *****	3 x x	
Note Number : True voice	0 - 127 *****	0 - 127 0 - 127	
Velocity Note ON Note OFF	o 9nH,v=1-127 x 9nH,v=0	o 9nH,v=1-127 x	
After Key's Touch Ch's	o x	o x	
Pitch Bend	x	x	
Control Change 0,32 16 91 1-95	o x x o *1	o o o x	Bank Select
Prog Change : True #	o 0 - 99 *****	o 0 - 99	
System Exclusive	o	o	
Common : Song Pos. : Song Sel. : Tune	x x x	x x x	
System : Clock Real Time: Commands	x x	x x	
Aux :All Sound Off :Reset All Cntrls :Local ON/OFF Mes- :All Notes OFF sages:Active Sense :Reset	x x x x o x	x x x x o x	
Notes: *1 depend on Message Type or Pad Function setting.			

Mode 1 : OMNI ON , POLY Mode 2 : OMNI ON , MONO o : Yes
 Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO x : No