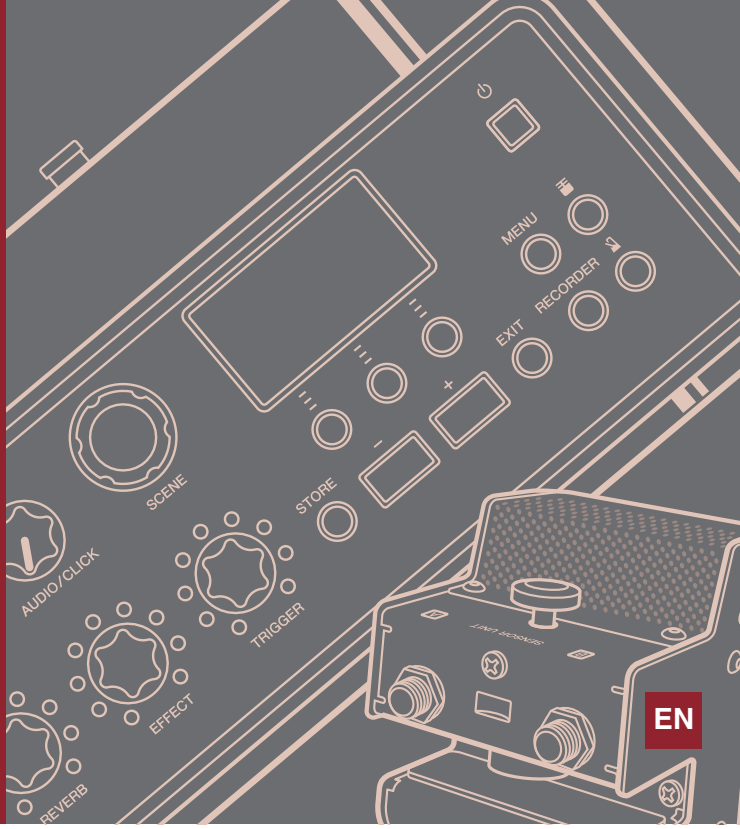
YAMAHA

Electronic Acoustic
Drum Module

EAD10

Reference Manual (Advanced)



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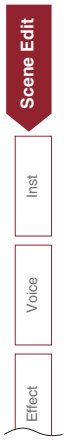
How to Use This Manual

With the EAD10 Reference Manual (Advanced) (this document), you can click on an item you want to display with the link function or use the term search function.

When you click on any of the tabs on the right side of the page, you will be taken to the first page of the corresponding section.



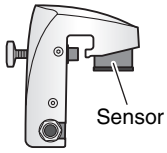
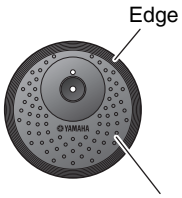
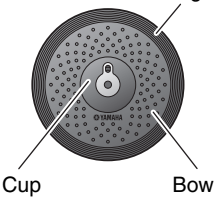
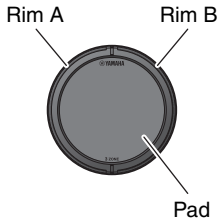
How the Triggers Generate Sounds

How the EAD10 produces sound is explained in the Owner's Manual.
Here, we provide detailed information on how trigger signals generate Trigger Sounds.

About the Pads

Pads that can be used with the EAD10 include drum triggers and electronic drum pads.

Types of pads include two piezo type and one piezo type.
Specific areas of the pad are called Zones.

<table>
<tr><td>Pad Type</td><td>Two Piezo</td><td colspan="3">One Piezo</td></tr>
<tr><td>Number of Input Sources</td><td>2</td><td>1</td><td>2</td><td colspan="2">3</td></tr>
<tr><td rowspan="2">Description</td><td rowspan="2">Produces two different trigger signals.</td><td rowspan="2">Produces the same trigger signal regardless of where the pad is struck.</td><td colspan="3">Produces a different trigger signal depending upon where the pad is struck.</td></tr>
<tr><td>Produces two different trigger signals.</td><td colspan="2">Produces three different trigger signals.</td></tr>
<tr><td></td><td>Plays two Trigger Sounds.</td><td>Plays one Trigger Sound.</td><td>Plays two Trigger Sounds.</td><td colspan="2">Plays three Trigger Sounds.</td></tr>
<tr><td>Example</td><td>Drum Trigger
DT50S</td><td>Sensor Unit
Drum Pad
TP70
Drum Trigger
DT50K</td><td>Cymbal Pad
PCY100
(When using a 2-Zone setting)</td><td>Cymbal Pad
PCY135</td><td>Snare Pad / Tom Pad
TP70S</td></tr>
<tr><td>Zone</td><td> 
</td><td> 
</td><td> 
</td><td> 
</td><td> 
</td></tr>
</table>

NOTE
The EAD10 is not compatible with pad controllers.

The Relationship Between Trigger Input Jacks, Trigger Inputs, Trigger Input Sources

This section explains the relationship between the Trigger Input jack, Trigger Input, and Trigger Input Source.

● Trigger Input Jack (Trigger Input)

By switching the input mode on the [❶KICK] jack, [❷] jack, [❸SNARE] jack, [❹] jack, you can change the Trigger Input and Trigger Input Source. The [❺] jack and [❻] jack are 3-Zone compatible inputs and cannot be changed.

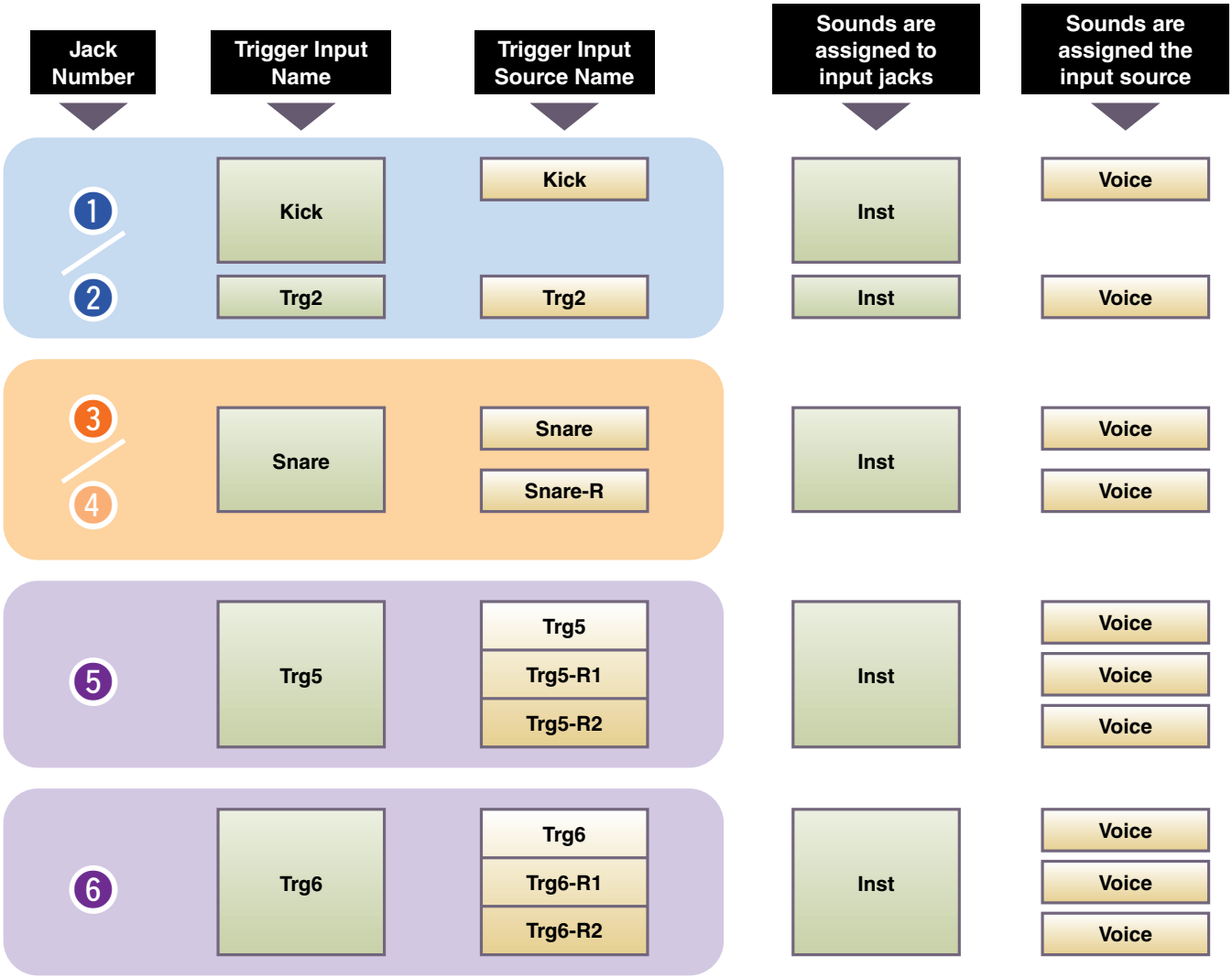
● Trigger Input Source

Each Zone transmits a different signal, which is called a Trigger Input Source.
When the EAD10 receives a trigger signal from the pad, the Main Unit plays the Trigger Input Source.

A Trigger Sound is assigned to the Trigger Input Source.

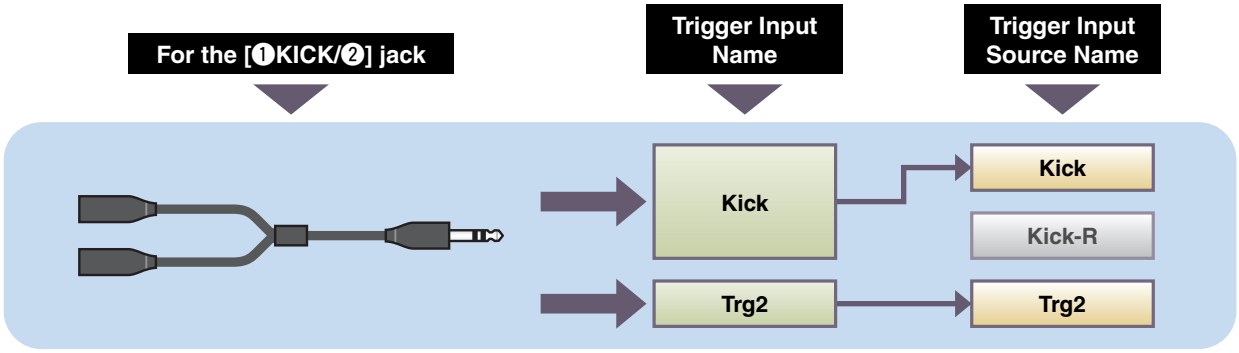
● Default Input Mode Setting

The default input mode settings are [❶KICK/❷] jack separate, [❸SNARE/❹] jack paired.



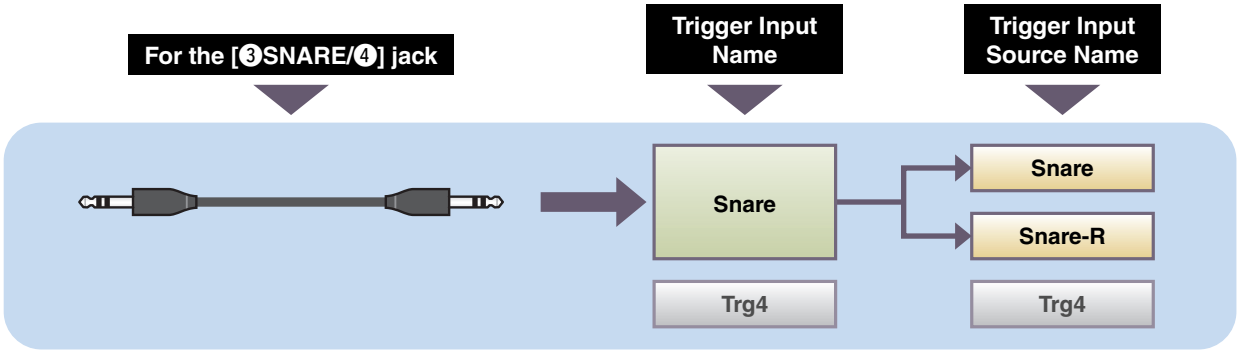
● separate

With the “separate” setting, the [❶KICK/❷] jack (or the [❸SNARE/❹] jack) is separated into single inputs in which each is assigned one Instrument. For example, the trigger signal received by the [❷] jack is connected to the Trigger Input Source “Trg2.” The “Kick-R” sound is not produced.



● paired

With the “paired” setting, the [❶KICK/❷] jack (or the [❸SNARE/❹] jack) is assigned one Instrument. For example, the trigger signal received by the [❹] jack is connected to the Trigger Input Source “Snare-R.” The “Trg4” signal is not produced.



Trigger Sound (Instrument, Voice)

A Trigger Sound is the sound assigned to and produced by each Trigger Input or Trigger Input Source.

● Instrument

“Instrument” refers to each of the percussion instruments (snare drum, tom, cymbals, and bass drum) used in a drum set. With the EAD10, you can use a different Instrument on each Trigger Input. When you add an electric drum pad, you can assign a snare drum sound, for example, to the pad.

● Voice

“Voice” refers to a sound that makes up an Instrument. With the EAD10, you can use a different Voice for each Trigger Input Source. For example, on an acoustic snare drum you can play a head shot sound, open rim shot sound, and a closed rim shot sound all from the same drum. Each one of these different sounds is called a Voice, and the EAD10 has internal Voices that include various percussion instruments, sound effects, electronic sounds, and more. In addition to the internal Voices, you can import waveforms (audio files) and play them as User Voices.

For example, when you assign an acoustic drum Instrument to a 3-Zone pad, a head sound, open rim sound, and closed rim sound are generated from the corresponding Zones. When you assign the same Instrument to a 2-Zone pad, the head sound and open rim sound are generated.
Bass drum and electronic snare Instruments are 1-Zone pads, so the same sound is generated regardless of where the pad is struck.

NOTE

You can use imported waveforms when you select “WAVE” from the Voice category. Waveforms imported into the Main Unit are called “Wave.” Waveforms before importing are called “audio file (.wav).”

EAD10 Internal Memory

Saving Scenes that you have created or edited to the internal memory lets you hold the data even after the power has been turned off.
You can also save System settings such as Trigger settings (MENU/Trigger) and other general settings such as Utility (MENU/Utility) settings.

● Data That Can Be Saved in the EAD10

The following types of data can be stored in the Main Unit.

- Scene (200)
- Wave (Up to 100)
- Trigger Settings
- Other general settings

NOTE

- Recording data in the Main Unit will be lost when the power is turned off.
- Up to 100 Waves can be imported, as long as you don't exceed the total capacity limit.

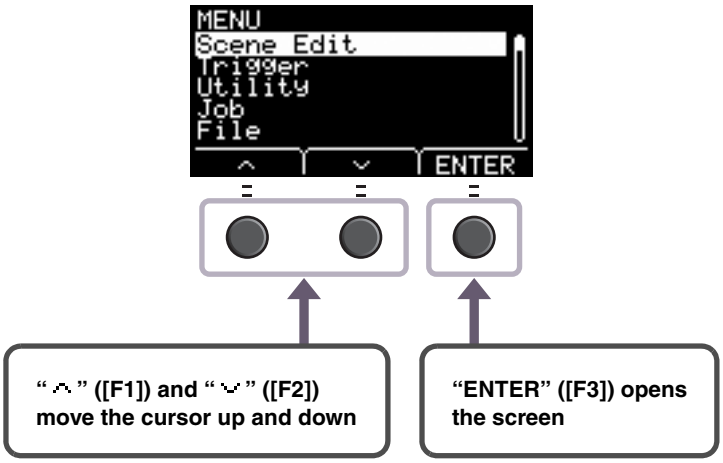
● Saving (Save) and Loading (Load) Data Files

All data stored in the EAD10 can be saved to a USB flash drive. Files saved to a USB flash drive can also be loaded back into the Main Unit. For more information, see MENU/File (page 47).

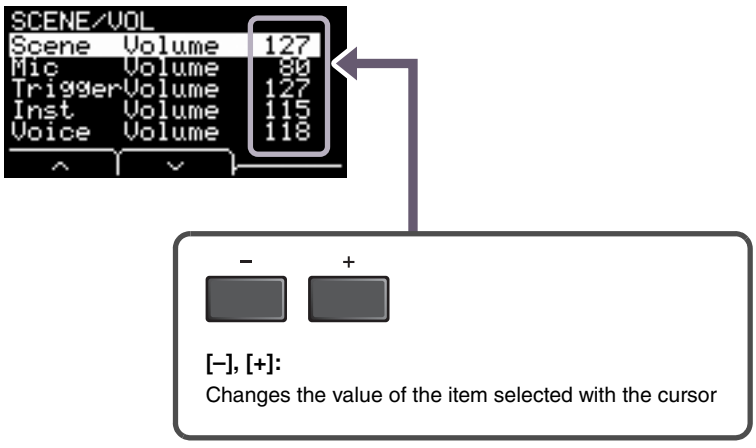
Basic Screen Operations

The screen appears when you press the [MENU] button.

Navigating the MENU



Changing the Setting Values



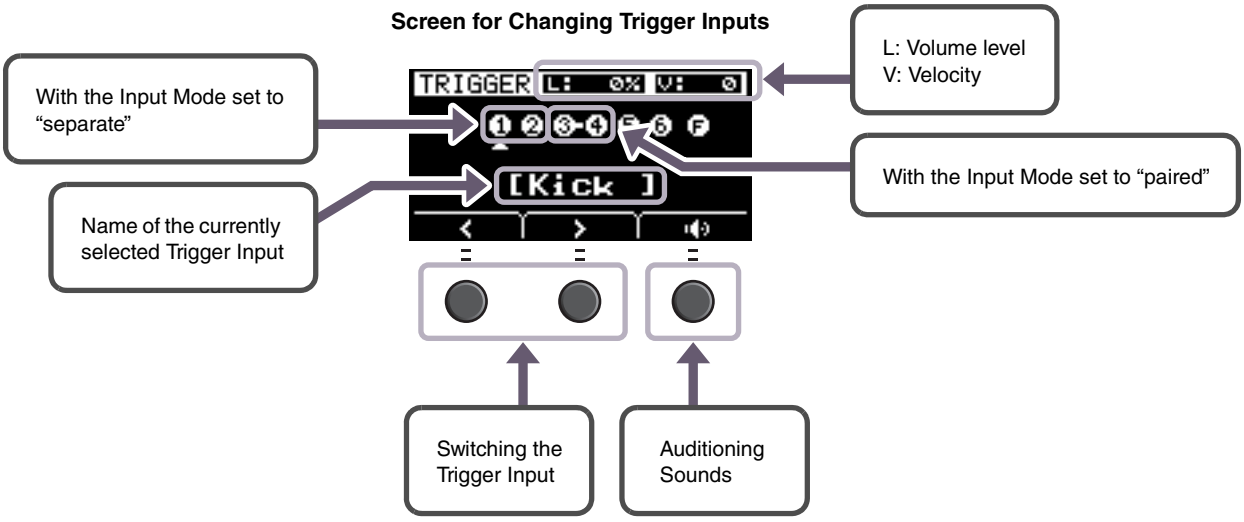
Selecting the Trigger Input or Trigger Input Source

The Trigger name is displayed in the upper right of the screen for any parameters in which the Trigger Input or Trigger Input Source settings are required.

Individual Trigger Input Settings

In the setting screen for each Trigger Input such as MENU/Scene Edit/Inst/InstNumber or MENU/Trigger/Pad Type, press the TRG ⊙ ([F3]) button to open the screen for changing Trigger Inputs.

Screen for Changing Trigger Inputs



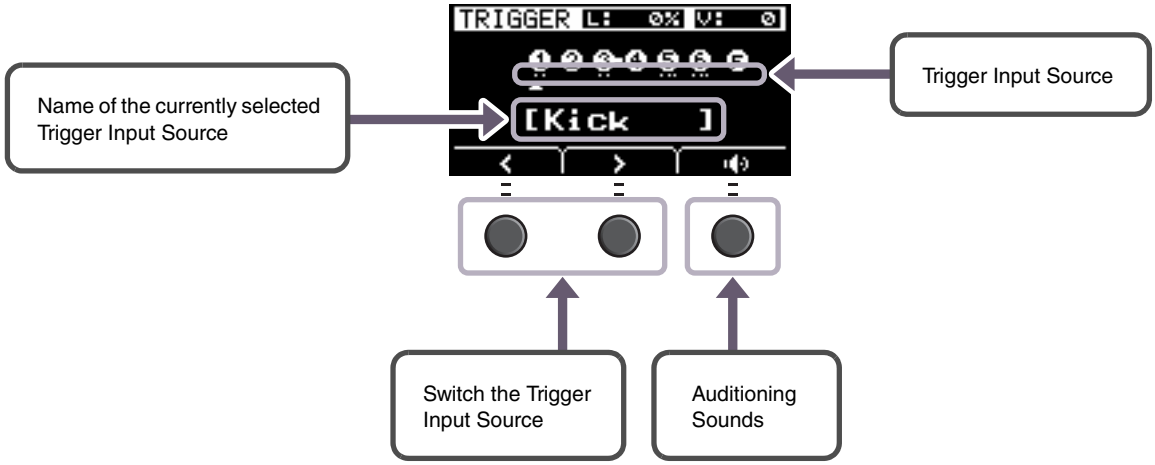
NOTE

- When the Input Mode is "paired," selecting "Trg2" or "Trg4" does not affect the settings (nor generate any triggers).
- In MENU/Trigger/Pad Type, " F " (FootSW) is not displayed.

Individual Trigger Input Source Settings

In MENU/Utility/PadFunction, for example, or in any setting screen in which the Trigger Input Source setting is required, press the TRG ⊙ ([F3]) button to open the screen for changing the Trigger Input Source.

Screen for Changing the Trigger Input Source



NOTE

When the Input Mode is "paired," selecting "Trg2" or "Trg4" does not affect the settings (nor generate any triggers). When the Input Mode is "separate," selecting "Kick-R" or "Snare-R" does not affect the setting (nor generate any triggers).

Menu Function List

MENU

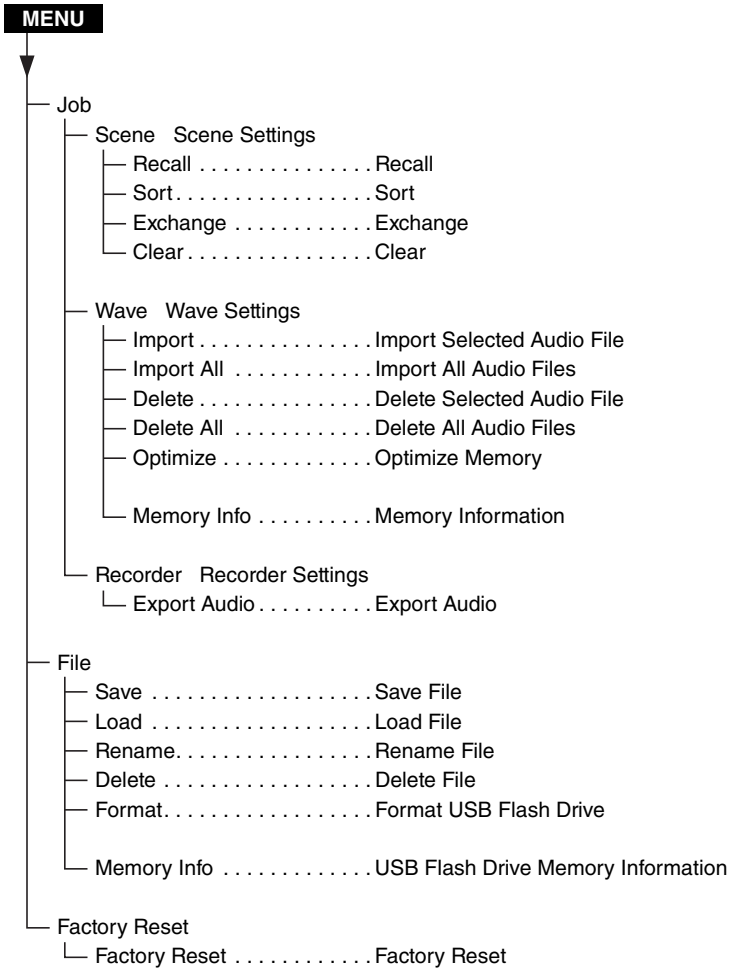
- Scene Edit
  - Inst Instrument Settings
    - Category . . . . . Instrument Category
    - InstNumber . . . . . Instrument Number
    - InstTune . . . . . Instrument Tuning
    - InstDecay . . . . . Instrument Decay
    - InstPan . . . . . Instrument Pan
  - Voice Voice Settings
    - Category . . . . . Voice Category
    - VoiceNumber . . . . . Voice Number
    - VoiceTune . . . . . Voice Tuning
    - VoiceDecay . . . . . Voice Decay
    - VoicePan . . . . . Voice Pan
    - VoiceFilter . . . . . Voice Filter Cutoff Frequency
    - VoiceQ . . . . . Voice Filter Resonance (Q)
    - VoiceAltGrp . . . . . Voice Alternate Group
    - VoiceHoldMode . . . . . Voice Hold Mode
    - MessageType . . . . . Select MIDI Message Type

[For note]	[For REVERB]	[For EFFECT]	[For CC01 to CC95]
Note . . . . . MIDI Note Output	MinValue . . . Minimum Value	MinValue . . . Minimum Value	MinValue. . . Minimum Value
MIDI Ch. . . . MIDI Channel	MaxValue. . . Maximum Value	MaxValue . . Maximum Value	MaxValue . . Maximum Value
GateTime . . Gate Time			MIDI Ch . . . MIDI Channel
TrgVel . . . . . Trigger Velocity			

  - Effect Effect Settings
    - ReverbType . . . . . Reverb Type
    - ReverbSend . . . . . Reverb Send
    - RevReturn . . . . . Reverb Return
    - Mic RevSend . . . . . Mic Reverb Send
    - TriggerRevSend . . . . . Trigger Sound Reverb Send
      - Voice RevSend . . . . . Trigger Sound Voice Reverb Send
    - MicEffType . . . . . Mic Effect Type
    - MicEffDepth . . . . . Mic Effect Depth
    - TrgEffType . . . . . Trigger Sound Effect Type
    - TrgEffSend . . . . . Trigger Sound Effect Send and Dry Balance
    - TrgEffReturn . . . . . Trigger Sound Effect Return
    - TrgEffToRev . . . . . Trigger Voice Effect Reverb Send
  - Volume Volume Settings
    - Scene Volume . . . . . Overall Scene Volume
      - Mic Volume . . . . . Mic Volume
      - TriggerVolume . . . . . Trigger Sound Overall Volume
        - Inst Volume . . . . . Trigger Sound Instrument Volume
          - Voice Volume . . . . . Trigger Sound Voice Volume
  - Tempo Tempo Settings
    - Tempo . . . . . Tempo for Selected Scene

MENU

- Trigger
  - Input Mode — Input Mode Settings
    - Trg1/Trg2 . . . . . Trigger 1/Trigger 2 Input Mode
    - Trg3/Trg4 . . . . . Trigger 3/Trigger 4 Input Mode
  - Curve — Curve Settings
    - Velocity Curve . . . . . Velocity Curve
  - Pad Type — Pad Type Settings
    - PadType . . . . . Select Pad Type
      - Gain . . . . . Gain
      - Sensitivity . . . . . Sensitivity
      - RejectTime . . . . . Reject Time
      - MinLevel . . . . . Minimum Level
      - MaxLevel . . . . . Maximum Level
      - MinVelocity . . . . . Minimum Velocity
      - MaxVelocity . . . . . Maximum Velocity
      - WaitTime . . . . . Wait Time
      - RimGain . . . . . Rim Gain
      - H/R Balance . . . . . H/R Balance
  - Crosstalk — Crosstalk Prevention Settings
    - All Reject Lvl . . . . . All Rejection Level
    - Reject Lvl . . . . . Rejection Level (Source Pad)
  - FootSwSelect — Foot Switch Select Settings
    - FootSwSelect . . . . . Select Foot Switch
- Utility
  - General — General Utility Settings
    - SceneKnob . . . . . Scene Knob
    - AutoPowerOff . . . . . Auto Power Off
    - LCD Contrast . . . . . LCD Contrast
    - ClickOutput . . . . . Click Output Destination
    - ClickCountOff . . . . . Click Count off
    - L&R Volume . . . . . External Device Output Volume
    - MicNoiseGate . . . . . Mic Noise Gate
    - AudioOutGain . . . . . Audio Out Gain
    - AudioMix . . . . . Audio Mix
    - USB To Host . . . . . [USB TO HOST] Terminal Setting
    - MIDI LocalCtrl . . . . . MIDI Local Control
    - AuxInVolume . . . . . [AUX IN] Volume
    - USB Volume . . . . . USB Audio or Recorder Playback Volume
    - ClickVolume . . . . . Click Volume
  - PadFunction — Pad Function Settings
    - PadFunction . . . . . Pad Function
    - BypassSw . . . . . Bypass Switch
  - Phones EQ — Headphone EQ Settings
    - EQ LowGain . . . . . EQ Low Gain
    - EQ HighGain . . . . . EQ High Gain


MENU
Job
Scene Scene Settings
Recall . . . . . Recall
Sort . . . . . Sort
Exchange . . . . . Exchange
Clear . . . . . Clear
Wave Wave Settings
Import . . . . . Import Selected Audio File
Import All . . . . . Import All Audio Files
Delete . . . . . Delete Selected Audio File
Delete All . . . . . Delete All Audio Files
Optimize . . . . . Optimize Memory
Memory Info . . . . . Memory Information
Recorder Recorder Settings
Export Audio . . . . . Export Audio
File
Save . . . . . Save File
Load . . . . . Load File
Rename . . . . . Rename File
Delete . . . . . Delete File
Format . . . . . Format USB Flash Drive
Memory Info . . . . . USB Flash Drive Memory Information
Factory Reset
Factory Reset . . . . . Factory Reset

Parameter Descriptions

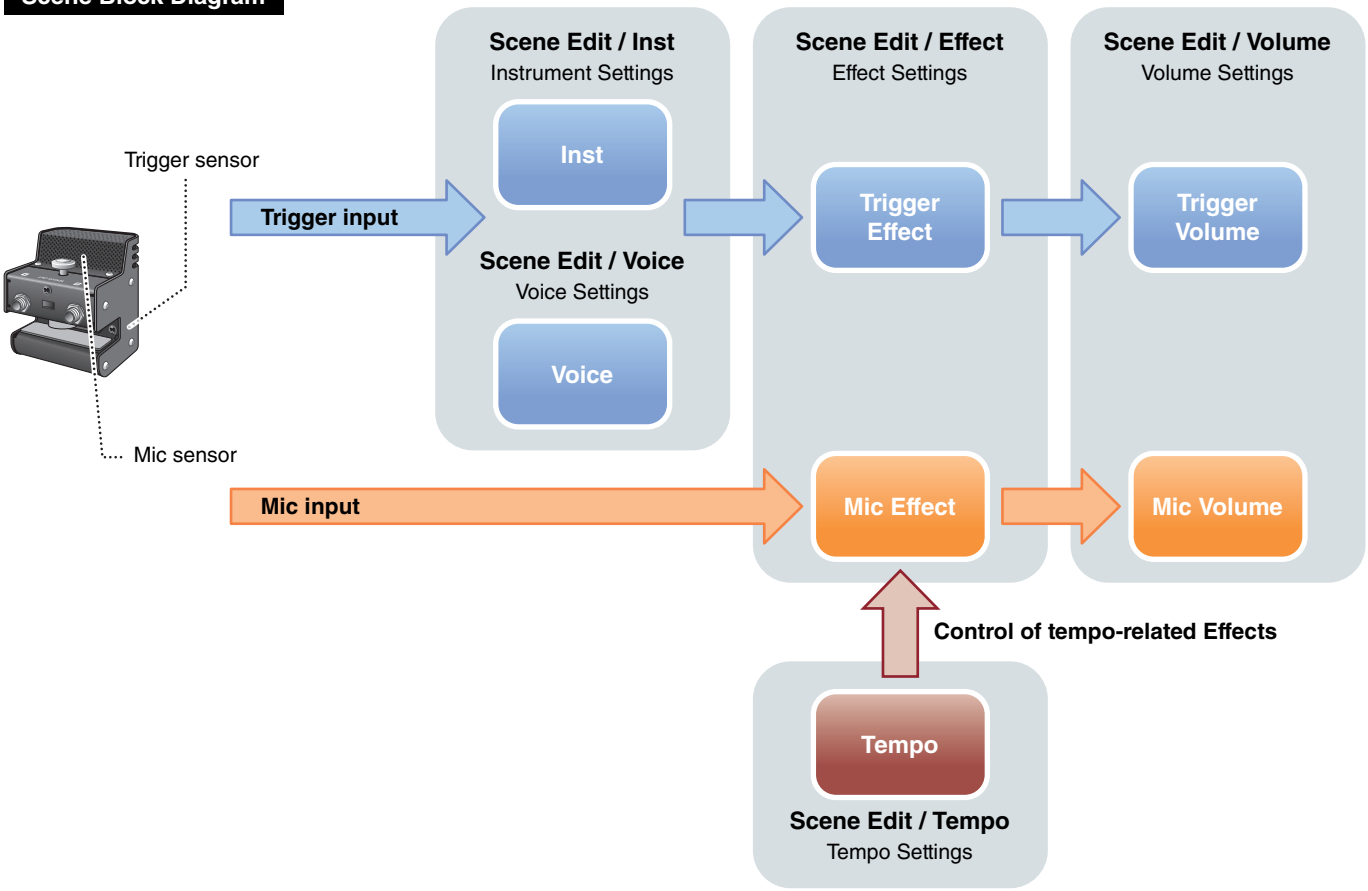
Scene Edit

This section explains the "Scene Edit" settings in the menu.
Reverb, Effects (Mic Sound), and Trigger Sounds for Scenes can be customized to your liking.
Trigger Sounds have their own Effects available for use. Also, there are various settings for each Trigger Input or Trigger Input Source.

NOTE

After customizing the Scene, save (Store) it as a User Scene (EAD10 Owner's Manual). Customized Scene data will be lost when you select another Scene without first storing the settings.

Scene Block Diagram



Settings Screen Structure

- **Scene Edit**
  - **Inst** — **Instrument Settings**
  - **Voice** — **Voice Settings**
  - **Effect** — **Effect Settings**
  - **Volume** — **Volume Settings**
  - **Tempo** — **Tempo Settings**

Scene Edit / Inst Instrument Settings

Settings Screen Structure

- **Scene Edit**
  - **Inst**
    - 1/2
      - Category — Instrument Category
      - InstNumber — Instrument Number
    - 2/2
      - InstTune — Instrument Tuning
      - InstDecay — Instrument Decay
      - InstPan — Instrument Pan

Scene Edit / Inst 1/2

Category: Instrument Category

Sets the Instrument Category for each Trigger Input.
The Instrument can also be selected by pressing the “TRG” ([F3]) button on the Scene screen.

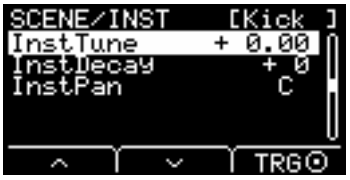
Settings Refer to the Data List.

InstNumber: Instrument Number

Sets the Instrument Number for each Trigger Input.
The Instrument can also be selected by pressing the “TRG” ([F3]) button on the Scene screen.

Settings Refer to the Data List.

Scene Edit / Inst 2/2



InstTune: Instrument Tuning

The parameter adjusts the pitch of each Trigger Input in units of 25 cents. 0.01 corresponds to 1 cent.

Settings -12.00 to +0.00 to +12.00

NOTE

A “cent” is a unit of pitch defined as one hundredth of a semitone. (100 cents = 1 semitone)

InstDecay: Instrument Decay

Sets the decay (the time it takes for the sound to fade away to silence) for the Instrument assigned to each Trigger Input. Positive values produce a crisper sound.

Settings -10 to +0 to +10

InstPan: Instrument Pan

Sets the position in the stereo field (pan) of each Trigger Input.

Settings L64 to C to R63

Scene Edit / Voice Voice Settings

Settings Screen Structure

Scene Edit

Voice

1/4

Category	Voice Category
VoiceNumber	Voice Number

2/4

VoiceTune	Voice Tuning
VoiceDecay	Voice Decay
VoicePan	Voice Pan

3/4

VoiceFilter	Voice Filter Cutoff Frequency
VoiceQ	Voice Filter Resonance (Q)
VoiceAltGrp	Voice Alternate Group
VoiceHoldMode	Voice Hold Mode

4/4

MessageType	Select MIDI Message Type

[For note]

Note	MIDI Note Output
MIDI Ch	MIDI Channel
GateTime	Gate Time
TrgVel	Trigger Velocity

[For REVERB]

MinValue	Minimum Value
MaxValue	Maximum Value

[For EFFECT]

MinValue	Minimum Value
MaxValue	Maximum Value

[For CC01 to CC95]

MinValue	Minimum Value
MaxValue	Maximum Value
MIDI Ch	MIDI Channel

Scene Edit / Voice 1/4

Category: Voice Category

Sets the Voice Category for each Trigger Input Source.

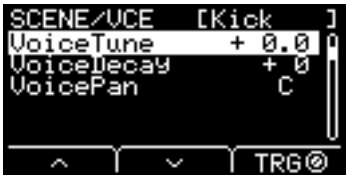
Settings Refer to the Data List.

VoiceNumber: Voice Number

Sets the Voice Number for each Trigger Input Source.

Settings Refer to the Data List.

Scene Edit / Voice 2/4



VoiceTune: Voice Tuning

Sets the tuning of the Voice assigned to each Trigger Input Source. 0.1 corresponds to 10 cents.

Settings -24.0 to +0.0 to +24.0

NOTE

A “cent” is a unit of pitch defined as one hundredth of a semitone. (100 cents = 1 semitone)

VoiceDecay: Voice Decay

Sets the decay (the time it takes for the voice to fade away to silence) for the Voice assigned to each Trigger Input Source. Positive values produce a crisper sound.

Settings -64 to +0 to +63

VoicePan: Voice Pan

Sets the stereo pan of each Trigger Input Source.

Settings L64 to C to R63

Scene Edit / Voice 3/4

VoiceFilter: Voice Filter Cutoff Frequency

Sets the filter cutoff frequency for the Voice assigned to each Trigger Input Source. Negative values produce a darker sound, while positive values produce a brighter sound.

Settings -64 to +0 to +63

VoiceQ: Voice Filter Resonance (Q)

Sets the Q (Filter Resonance) for the Voice assigned to each Trigger Input Source. Increases the signal near the Filter Cutoff Frequency adding character to the sound.

Settings -64 to +0 to +63

VoiceAltGrp: Voice Alternate Group

Sets the Alternate Group of sounds to be produced for each Trigger Input Source.
An alternate group is a set of Voices that you do not want produced simultaneously, such as Hi-Hat Close and Hi-Hat Open. When a Voice is triggered while another Voice from the same alternate group is already being played, the first Voice is silenced and only the second Voice is produced.

Off	Voice is not assigned to an alternate group
HHOpen	Hi-Hat Open group
HHClose	Hi-Hat Close group
1 to 9	Alternate group number. Use the same group number for Voices that you do not want produced at the same time.

Settings Off, HHOpen, HHClose, 1 to 9

NOTE

The “HHOpen” group and “HHClose” group operate according to the following rules.

- When a Voice from the “HHOpen” group is triggered, other Voices from the “HHOpen” or “HHClose” groups are not silenced.
- When a Voice from the “HHClose” group is triggered, all Voices from the “HHOpen” group are silenced.

VoiceHoldMode: Voice Hold Mode

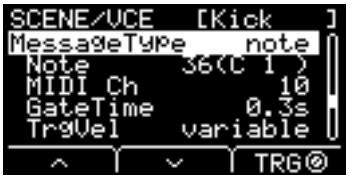
Sets the hold mode for the Voice produced by each Trigger Input Source.

on	When Wave is selected for the Voice category, striking the pad starts the playback in repeat, and striking the pad again stops playback. MIDI Key On and Key Off messages are sent alternately each time the pad is struck.
off	This setting corresponds to normal operation. A MIDI Key On message is output when the pad is struck, and the corresponding MIDI Key Off message is output automatically after the gate time has elapsed.

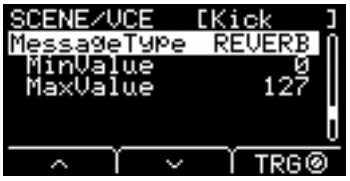
Settings on, off

Scene Edit / Voice 4/4

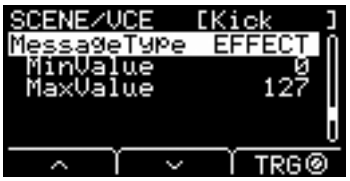
When “note” is selected for MessageType



When “REVERB” is selected for MessageType



When “EFFECT” is selected for MessageType



When “CC01” to “CC95” is selected for MessageType

MessageType: Select MIDI Message Type

Sets the type of MIDI message to be sent when the pad is struck.

NOTE

Any setting other than note does not produce a sound when the pad is struck.

note

Sends a MIDI note. Use this parameter to set the pad to produce a sound when struck.

Note: MIDI Note Output

Sets the MIDI note that is sent by the Trigger Input Source. Set the MIDI note number to be sent whenever a Trigger signal is received from the specified Trigger Input Source. Settings are displayed as "Note number/Note name."

MIDI Ch: MIDI Channel

Set which MIDI channel to use for sending out the MIDI message to play the Trigger Input Source.

GateTime: Gate Time

Sets the gate time (the time that passes between the output of MIDI Key On and Key Off messages) for the Trigger Input for each Trigger Input Source.

TrgVel: Trigger Velocity

Sets the velocity value of the MIDI signal that is sent whenever a Trigger Input is received from a Trigger Input Source.

variable	The velocity value reflects the strength with which the pad is struck.
1 to 127	MIDI notes are sent with Velocity at the fixed value, regardless of how hard or soft the pad is struck.

REVERB

Controls the amount of Reverb (knob) according to how the pedal depressed or how hard the pad is struck. No sound is produced even when the pad is struck.

MinValue: Minimum Value

Sets the amount (minimum) of Reverb applied when the pedal is released or when the pad is struck lightly.

MaxValue: Maximum Value

Sets the amount (maximum) of Reverb applied when the pedal is depressed fully or when the pad is struck hard.

EFFECT

Controls the amount of Effect (knob) according to how the pedal depressed or how hard the pad is struck. No sound is produced even when the pad is struck.

MinValue: Minimum Value

Sets the amount (minimum) of Effect applied when the pedal is released or when the pad is struck lightly.

MaxValue: Maximum Value

Sets the amount (maximum) of Effect applied when the pedal is depressed fully or when the pad is struck hard.

CC01 to CC95

Sends Control Change message according to how the pedal pressed or how hard the pad is struck. No sound is produced even when the pad is struck.

MinValue: Minimum Value

Sets the minimum value used when the pedal is released or when the pad is struck lightly.

MaxValue: Maximum Value

Sets the maximum value used when the pedal is depressed fully or when the pad is struck hard.

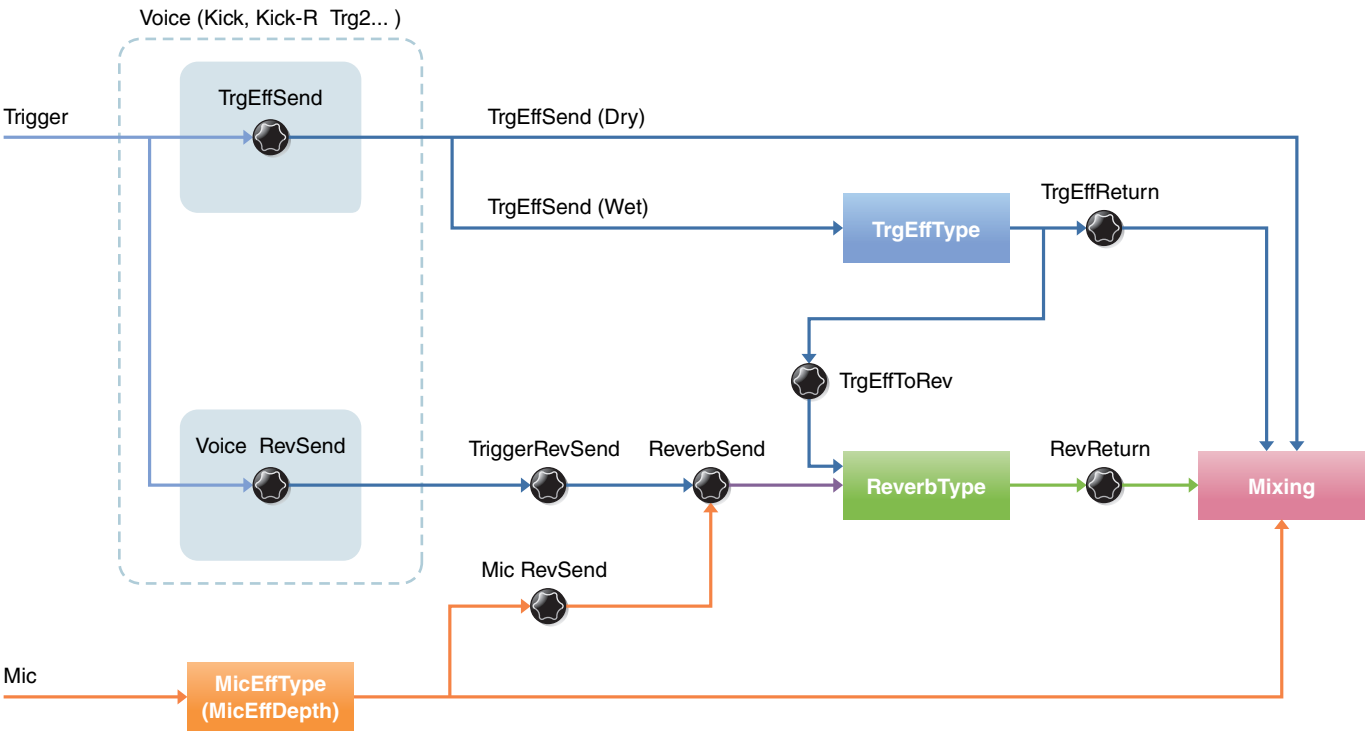
MIDI Ch: MIDI Channel

Sets the MIDI channel for sending the specified MIDI messages.

Settings

Note (MIDI Note Output): 0 to 127 / C-2 to G8 (note number / note name)
MIDI Ch (MIDI Channel): 1 to 16
GateTime (Gate Time): 0.0s to 9.9s
TrgVel (Trigger Velocity): variable, 1 to 127
MinValue (Minimum Value): 0 to 127
MaxValue (Maximum Value): 0 to 127

Scene Edit / Effect Effect Settings



Settings Screen Structure

Scene Edit

Effect

1/4

ReverbType	Reverb Type
ReverbSend	Reverb Send
RevReturn	Reverb Return

2/4

Mic RevSend	Mic Reverb Send
TriggerRevSend	Trigger Sound Reverb Send
Voice RevSend	Trigger Sound Voice Reverb Send

3/4

MicEffType	Mic Effect Type
MicEffDepth	Mic Effect Depth

4/4

TrgEffType	Trigger Sound Effect Type
TrgEffSend	Trigger Sound Effect Send and Dry Balance
TrgEffReturn	Trigger Sound Effect Return
TrgEffToRev	Trigger Voice Effect Reverb Send

Scene Edit / Effect 1/4

ReverbType: Reverb Type

Selects the Reverb type.
The Reverb Type can also be selected by pressing the “REV” button ([F1]) on the Scene screen.

Settings Refer to the Data List.

ReverbSend: Reverb Send

Sets how much of the sound is sent to the Reverb effect (Send Level). Changes Reverb Send Levels of both the Mic Sound and Trigger Sound (internal Voice).
You can fine-adjust the values controlled with the [REVERB] knob.

RevReturn: Reverb Return

Sets how much of the sound is returned from the Return effect (Return Level).

Settings 0 to 127

Scene Edit / Effect 2/4

Mic RevSend: Mic Reverb Send

Sets how much of the sound is sent from the Mic Sound (after applying Effects to the Mic sound) to the Reverb effect.

TriggerRevSend: Trigger Sound Reverb Send

Sets how much of the sound is sent from the entire Trigger Sound Reverb effect (Send Level).

Voice RevSend: Trigger Sound Voice Reverb Send

Sets how much of the Voice for each Trigger Input Source is sent (send level) to the Reverb.

Settings 0 to 127

Scene Edit / Effect 3/4

MicEffType: Mic Effect Type

Selects the type of Effect that is applied to the Mic Sound.
The Mic Effect Type can also be selected by pressing the “EFF” ([F2]) button on the Scene screen.

Settings Refer to the Data List.

MicEffDepth: Mic Effect Depth

Sets depth of the Effect to be applied to the Mic Sound.
You can fine-adjust the values controlled with the [EFFECT] knob.

Settings 0 to 127

Scene Edit / Effect 4/4

TrgEffType: Trigger Sound Effect Type

Sets the type of Effect to be applied to the Trigger Sound.

Settings Refer to the Data List.

TrgEffSend: Trigger Sound Effect Send and Dry Balance

Specifies the balance between the Trigger Sound to be sent to the Effects (Send Level) and the Trigger Sound not to be sent to the Effects (Dry Level).

TrgEffReturn: Trigger Sound Effect Return

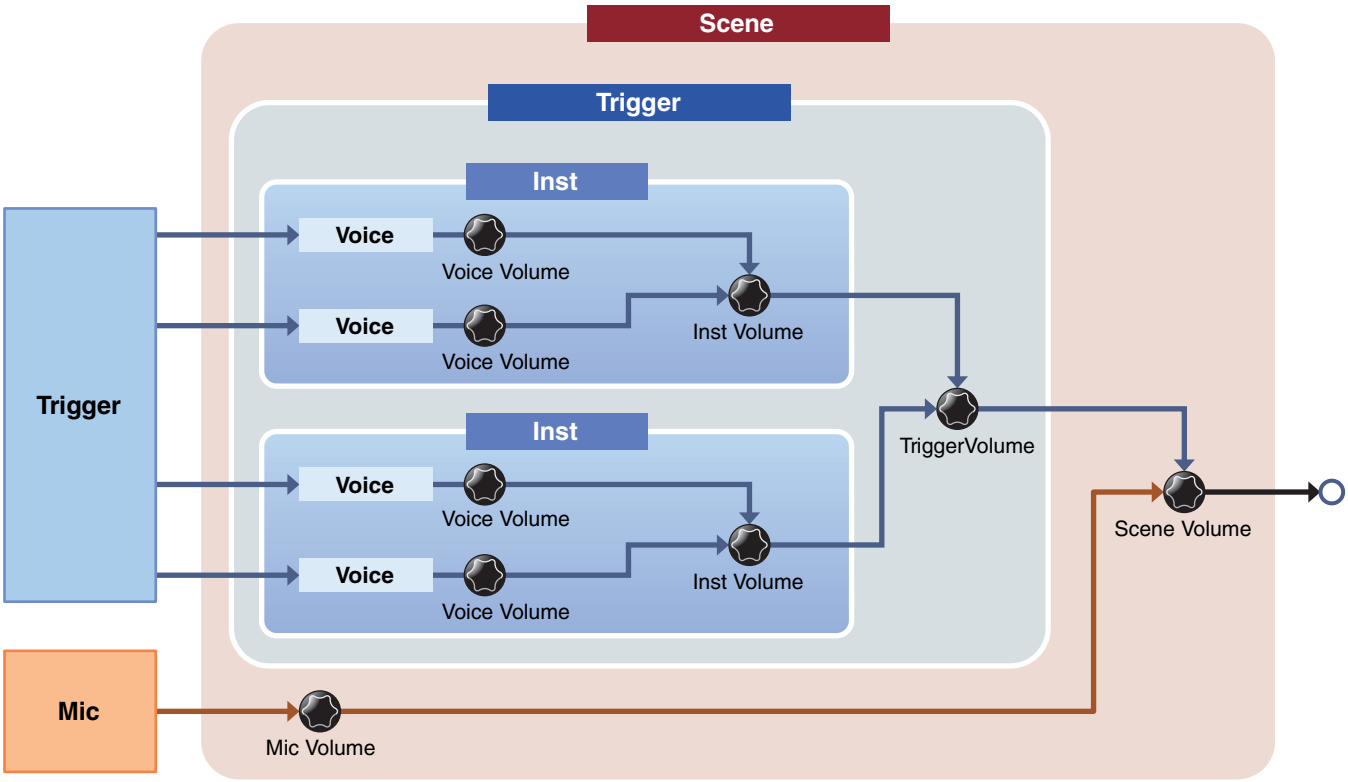
Sets the level of the Effect applied to the Trigger Sound to be returned to the Reverb effect.

TrgEffToRev: Trigger Voice Effect Reverb Send

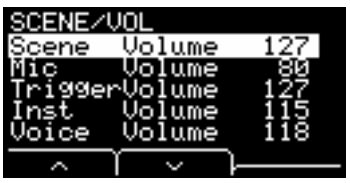
Sets the Send Level from the Effect applied to the Trigger Sound to the Reverb Effect.

Settings 0 to 127

Scene Edit / Volume Volume Settings



Settings Screen Structure



- **Scene Edit**
  - **Volume**
    - Scene Volume — Overall Scene Volume
      - Mic Volume — Mic Volume
      - TriggerVolume — Trigger Sound Overall Volume
        - Inst Volume — Trigger Sound Instrument Volume
          - Voice Volume — Trigger Sound Voice Volume

Scene Volume: Overall Scene Volume

Sets the overall volume for the Scene. Adjusts the balance between Scenes.

Settings 0 to 127

Mic Volume: Mic Volume

Sets the volume of the mic (after effects have been applied to the Mic sound). Adjusts the balance between the Mic Sound and Trigger Sound within the same Scene.

Settings 0 to 127

TriggerVolume: Trigger Sound Overall Volume

Sets the overall volume for the Trigger Sound (internal Voice). Use this parameter to adjust the balance between the Mic Sound and Trigger Sound within the same Scene.

Settings 0 to 127

Inst Volume: Trigger Sound Instrument Volume

Sets the volume of the Instrument for each Trigger Input. Use this parameter to adjust the balance between the Instruments within the same Scene.
You can fine-adjust the values controlled with the [TRIGGER] knob.

Settings 0 to 127

Voice Volume: Trigger Sound Voice Volume

Sets the volume of the Voice for each Trigger Input Source. Use this parameter to adjust the balance between Zones in the same Instrument.

Settings 0 to 127

Scene Edit / Tempo Tempo Settings

Settings Screen Structure

- **Scene Edit**
  - **Tempo**
    - Tempo — Tempo for Selected Scene

Tempo: Tempo for Selected Scene

Sets the Metronome tempo for the selected Scene. When set to “off,” the tempo stays the same even when you switch Scenes. For any setting other than off, the tempo is displayed at the top of the Scene Screen.
The Scene Tempo setting is convenient for using the Metronome to check the tempo in live situations or when using tempo sync effects.

Settings off, 30 to 300

Trigger

This section explains the "Trigger" settings in the menu. Depending on the pad you have connected, different Trigger signals are generated when you strike the pad during the performance. The "Trigger" settings allow you to optimize Trigger signals for each pad for processing by the Main Unit.
The settings are saved when the power is turned off.

Select the appropriate pad type when you connect the pad.
When you connect the pad to the [❶KICK/❷] jack and [❸SNARE/❹] jack, make sure to switch the Input Mode.

Settings Screen Structure

- **Trigger**
  - **Input Mode** — **Input Mode Settings**
  - **Curve** — **Curve Settings**
  - **Pad Type** — **Pad Type Settings**
  - **Crosstalk** — **Crosstalk Prevention Settings**
  - **FootSwSelect** — **Foot Switch Select Settings**

Trigger/Input Mode Input Mode Settings

Settings Screen Structure

- **Trigger**
  - **Input Mode**
    - Trg1/Trg2 — Trigger 1/Trigger 2 Input Mode
    - Trg3/Trg4 — Trigger 3/Trigger 4 Input Mode

Sets how to use the mono × 2 input jack.
Select "paired" when using a drum trigger (DT50S) or similar device.

Trg1/Trg2: Trigger 1/Trigger 2 Input Mode

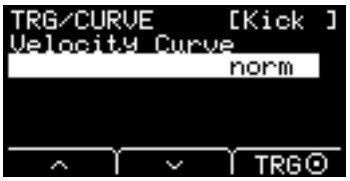
Sets the [❶KICK/❷] jack to use the ❶KICK and ❷ Trigger Inputs as a set or used separately.

Trg3/Trg4: Trigger 3/Trigger 4 Input Mode

Sets whether the [❸SNARE/❹] jack ❸SNARE and ❹ Trigger Inputs will be used as a set or used separately.

Settings paired, separate

Trigger/Curve Curve Settings



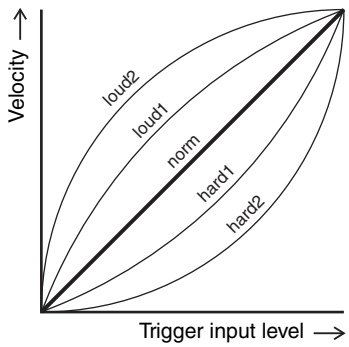
Settings Screen Structure

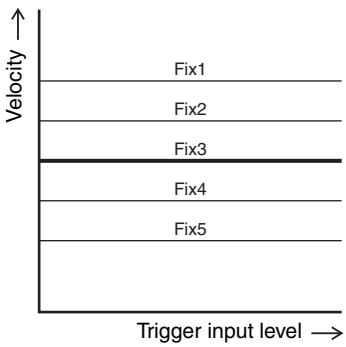
- **Trigger**
  - **Curve**
    - Velocity Curve Velocity Curve

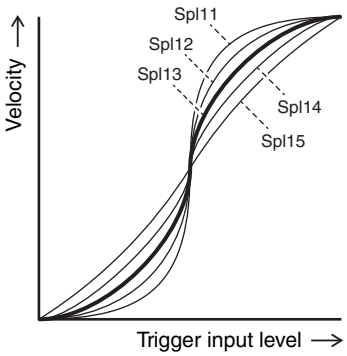
Velocity Curve: Velocity Curve

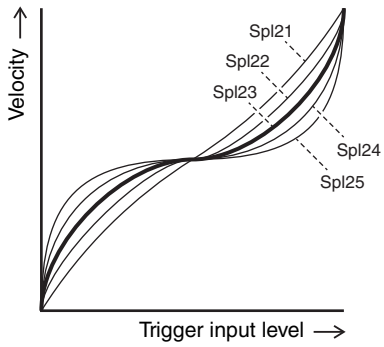
Selects a Velocity Curve for the selected pad. A Velocity Curve determines how the Velocity (or strength) of the sound is affected by how hard you strike the pad.

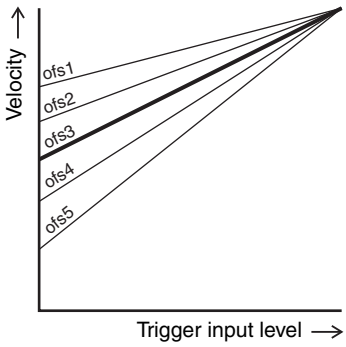
Settings loud2, loud1, norm, hard1, hard2, Fix1 to Fix5, Spl11 to Spl15, Spl21 to Spl25, ofs1 to ofs5











Trigger/Pad Type Pad Type Settings

Settings Screen Structure

Trigger

Pad Type

1/4

PadType	Select Pad Type

2/4

Gain	Gain
Sensitivity	Sensitivity
RejectTime	Reject Time

3/4

MinLevel	Minimum Level
MaxLevel	Maximum Level
MinVelocity	Minimum Velocity
MaxVelocity	Maximum Velocity

4/4

WaitTime	Wait Time
RimGain	Rim Gain
H/R Balance	H/R Balance

Selecting a pad type causes settings from Gain to H/R Balance to change.

Trigger/Pad Type 1/4

PadType: Select Pad Type

Sets the Pad Type.

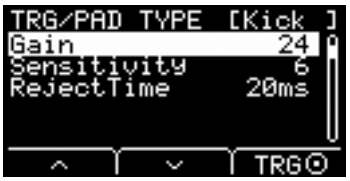
[Tips] What is a Pad Type?

In order to ensure that you get the best sound from each and every pad, we have prepared a full range of optimized trigger parameters (i.e., various values related to pad input signals and the like), and named them accordingly. These groupings of parameters are referred to as “pad types.” Given that pads come in many different varieties, such as kicks, snares, toms, cymbals, and drum triggers, it follows that pad characteristics vary widely. The EAD10 comes preloaded with pad types for each different set of characteristics, allowing you to use them to their maximum potential.

Settings

OFF: --
KK: SENSOR, KP125W/125, KP100, KP65, KU100
SN: XP120/100, XP80, XP70, TP120SD/100, TP70S/70, TP65S/65
TM: XP120/100, XP80, XP70, TP120SD/100, TP70S/70, TP65S/65
CY: PCY155, PCY135, PCY100, PCY90, PCY65S/65
DT: 50S SN, 50S tomH, 50S tomL, 50K, 10/20SN, 10/20tomH, 10/20tomL, 10/20kick

Trigger/Pad Type 2/4



Gain: Gain

Sets the gain (amplification) of the input signal for when hitting the pad selected in Pad Type.

Settings 1 to 127

NOTE

With a high setting, all input signals above a certain level will be amplified to the same level (i.e., the maximum level). This means that variation in the softness or hardness with which the pad is struck can be smoothed out. Meanwhile, when a low setting is used, the softness or hardness of playing will be reflected to a much greater degree in the output trigger signal, allowing for more expressive performances.

Sensitivity: Sensitivity

Sets sensitivity for when the pad is struck lightly.

Settings 1 to 13

NOTE

Using a value that is too low may result in no sound when struck too lightly or when playing a fast roll. Using a value that is too large may result in crosstalk. If you must make an adjustment, try to do so in a way that does not hinder your performances.

RejectTime: Reject Time

Trigger signals that occur within the time set here are regarded as double triggers and will not produce any sound. Larger values increase the amount of time that no sound is produced.

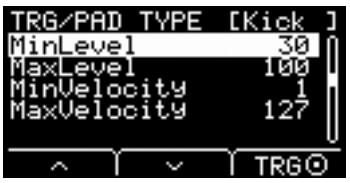
Settings 4ms to 500ms

NOTE

In the following case, a sound is output with the second input even though it occurs within the reject time.

- When Trigger Level of the second strike within the RejectTime is at least twice as strong as that of the first.

Trigger/Pad Type 3/4



MinLevel: Minimum Level

MaxLevel: Maximum Level

These parameters set the range of Trigger Input signals that convert to velocity values from minimum (%) to maximum (%). Trigger signals that are below the minimum level set here will not produce any sound. Meanwhile, the Trigger signals above the maximum level will be set as a Maximum Velocity, as explained in MinVelocity / MaxVelocity shown below.

Settings Minimum level: 0 to 99
Maximum level: 1 to 100

MinVelocity: Minimum Velocity

MaxVelocity: Maximum Velocity

These parameters set the minimum and maximum velocities corresponding to the MinLevel / MaxLevel parameters above. Sound will be produced between the velocities set here.

Settings Minimum velocity: 0 to 126
Maximum velocity: 1 to 127

Trigger/Pad Type 4/4

WaitTime: Wait Time

This parameter is used to set the time until the target pad detects a trigger signal. Set this parameter to adjust the time so that the trigger signal is detected at its peak and that the strength for striking the pad corresponds to the volume of the sound produced.

Settings 1 to 64 (msec)

RimGain: Rim Gain

Sets the rim gain level for a two piezo pad such as the DT50S connected to the mono × 2 input jack. This parameter is only effective when the input mode is set to "paired."

Settings 1 to 127

H/R Balance: H/R Balance

It sets the balance between the two piezo head and rim (H49 to H1, 0, R1 to R49). If the head sound is produced when the rim is struck, increase the R value to make the rim sound louder. If the rim sound is produced when the head is struck, press the [–] button to increase the H value, which makes the head sound louder.
This parameter is only effective when the input mode is set to "paired."

Settings H49 to H1, 0, R1 to R49

Trigger/Crosstalk Crosstalk Prevention Settings

Settings Screen Structure

- **Trigger**
  - **Crosstalk**
    - All Reject Lvl — All Rejection Level
    - Reject Lvl — Rejection Level (Source Pad)

The term “crosstalk” refers to the output of trigger signals from an electronic drum pad (including an acoustic drum with a drum trigger attached) other than the one that was struck as a result of vibrations or interference between pads. Crosstalk is prevented by suppressing any Trigger Signal sound that is lower than the specified value.

All Reject Lvl: All Rejection Level

Resolves crosstalk between the pad that is displayed at the upper right of the screen and all other pads.
While higher values are better at preventing crosstalk, they can also make it difficult to play other sounds at the same time.

Settings Level: 0 to 99

Reject Lvl: Rejection Level (Source Pad)

Resolves crosstalk between the pad that is displayed at the upper right of the screen and other individual pads.
For example, in a case where Trg2 mistakenly produces a sound when hitting Trg1, set Trg2 to be displayed in the upper right of the screen, place a check mark on Trg1, then raise the Reject Lvl.
While higher values are better at preventing crosstalk, they can also make it difficult to play other sounds at the same time.

Settings Level: 0 to 99
Source Pad: Trg 1, Trg 2, Trg 3, Trg 4, Trg 5, Trg 6

NOTE
When the Input Mode is set to “paired,” Trg2 and Trg4 will not be set as the rejection source even when both are checked.

Trigger/FootSwSelect Foot Switch Select Settings

Settings Screen Structure

- **Trigger**
  - **FootSwSelect**
    - FootSwSelect — Select Foot Switch

FootSwSelect: Select Foot Switch

Choose from HH65 (hi-hat controller), FC3 (foot pedal), FC4/5 (foot pedal or foot switch), or FC7 (foot controller) for the controller connected to the [FOOT SW] jack.

Settings HH65, FC3, FC4/5, FC7

Utility

This section explains the "Utility" settings in the menu.
General Settings, Pad Functions, and Headphone EQ are set here.

Settings Screen Structure

Utility

General	**General Utility Settings**
PadFunction	**Pad Function Settings**
Phones EQ	**Headphone EQ Settings**

Utility/General General Utility Settings

Settings Screen Structure

Utility

General

1/4		
	SceneKnob	Scene Knob
	AutoPowerOff	Auto Power Off
	LCD Contrast	LCD Contrast
2/4		
	ClickOutput	Click Output Destination
	ClickCountOff	Click Count off
	L&R Volume	External Device Output Volume
	MicNoiseGate	Mic Noise Gate
3/4		
	AudioOutGain	Audio Out Gain
	AudioMix	Audio Mix
	USB To Host	[USB TO HOST] Terminal Setting
	MIDI LocalCtrl	MIDI Local Control
4/4		
	AuxInVolume	[AUX IN] Volume
	USB Volume	USB Audio or Recorder Playback Volume
	ClickVolume	Click Volume

Utility/General 1/4

SceneKnob: Scene Knob

Set the [SCENE] knob to use for Scenes only, or for data entry (instead of the [–] or [+] buttons).

Settings scene, data

AutoPowerOff: Auto Power Off

Set the time until the power is turned off by the Auto Power-Off function, or set to (off) to disable the Auto Power-Off function.

Settings off, 5, 10, 15, 30, 60, 120 (min)

NOTE

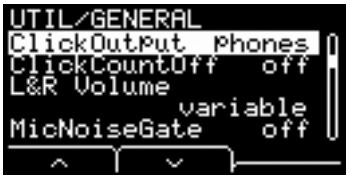
- The time setting for the Auto Power-Off function is approximate.
- The Main Unit automatically saves all settings when the power is turned off.

LCD Contrast: LCD Contrast

Adjusts the contrast on the screen.

Settings 0 to 63

Utility/General 2/4



ClickOutput: Click Output Destination

Sets the destination for the Click sound.

L&R+ph	Sent to both the OUTPUT [R]/[L/MONO] jacks and [PHONES] jack.
phones	Sent only to the [PHONES] jack.

Settings L&R+ph, phones

ClickCountOff: Click Count off

Set the Click sound to stop after playing for one measure or for two measures. When set to off, the Click sound continues to play.

Settings off, 1, 2

L&R Volume: External Device Output Volume

Sets the volume of the external output.

In live situations, for example, set the external output volume to a fixed value, so that you can adjust only the Headphone volume with the [MASTER VOLUME] knob. When set to "variable," you can adjust the Headphone volume and the external output volume with the [MASTER VOLUME] knob.

Settings variable (works with the [MASTER VOLUME] knob), 1 to 127 (fixed value)

NOTE

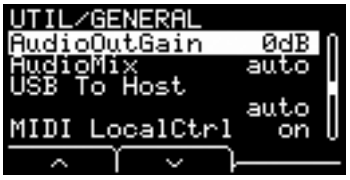
The volume for the AUX IN can be adjusted with the [MASTER VOLUME] knob even when a fixed value is set for this parameter.

MicNoiseGate: Mic Noise Gate

Sets the Mic noise gate.

Settings off, on

Utility/General 3/4



AudioOutGain: Audio Out Gain

For USB audio, set the USB output gain.
For using the recorder, set the input gain for recording.

Settings -12dB, -6dB, 0dB, +6dB, +12dB

AudioMix: Audio Mix

For USB audio, set whether the USB input is sent to the USB OUT or not.
When using the recorder, sets whether recorder playback records together with your performance or not.
With the “auto” setting, the USB input is sent to the USB OUT for USB audio, and playback records together when using the recorder.

Settings auto, off, on

USB To Host: [USB TO HOST] Terminal Setting

Select what type of data to transmit or receive via the [USB TO HOST] terminal.
The “Audio+MIDI” setting handles both audio and MIDI data, while the “MIDI” setting handles only MIDI data.
The auto setting switches settings automatically so that only MIDI data is exchanged when using the recorder, and audio and MIDI are exchanged at all other times.
The recorder is disabled when set to Audio+MIDI.

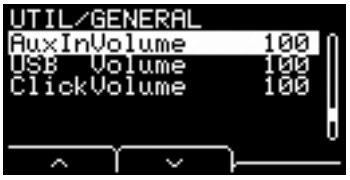
Settings auto, Audio+MIDI, MIDI

MIDI LocalCtrl: MIDI Local Control

Enables (on) or disables (off) the internal tone generator when performing with pads. Normally, set this parameter to “on.” When set to “off,” the Trigger Input section and Tone Generator section are disconnected within the Main Unit so no sound is produced when the pads are struck. However, regardless of this setting, performance information on the Main Unit is transmitted as MIDI data, and MIDI messages received from other devices are processed by the Main Unit. An “off” setting is useful when you want to record your drum performance as MIDI data to a sequencer or DAW software.

Settings off, on

Utility/General 4/4



Use these three parameters to set the balance between volumes beforehand to maintain balance when using the [AUDIO/CLICK VOLUME] knob.

AuxInVolume: [AUX IN] Volume

Sets the volume for the signal received via the [AUX IN] jack.

USB Volume: USB Audio or Recorder Playback Volume

Sets the volume for the USB audio input or Recorder playback.

ClickVolume: Click Volume

Sets the Click volume.

Settings 0 to 127

Utility/PadFunction Pad Function Settings

Settings Screen Structure

Utility

PadFunction

1/2

PadFunction	Pad Function

2/2

BypassSw	Bypass Switch

Utility/PadFunction 1/2

PadFunction: Pad Function

Instead of playing a sound, you can perform functions such as changing a Scene number or tempo by striking a pad. By striking the pad you want to set, or by pressing the TRG ([F3]) button to select a pad, you can select a function you want to assign.

off	Pad produces sound as usual.
inc scene	Increases the Scene number by one.
dec scene	Decreases the Scene number by one.
select scene	Selects the Scene. Scene number
toggle scene	Selects a Scene. Every time the pad is struck, the Scene changes between two Scenes. Scene number 1 Scene number 2
inc tempo	Increases the tempo value by one.
dec tempo	Decreases the tempo value by one.
tap tempo	Sets the tap tempo.
clickOn/Off	Switches the Click on and off.
bypassOn/Off	Switches the bypass on and off. Useful for switching Effect or Trigger effects on and off while playing. To bypass, use the BypassSW (Bypass Switch).
REVERB	Controls the amount of Reverb ([REVERB] knob value) according to how far the pedal pressed or how hard the pad is struck. MinValue: The amount (minimum) of Reverb applied when the pedal is released or the pad is struck lightly MaxValue: The amount (maximum) of Reverb applied when the pedal is depressed fully or when the pad is struck hard
EFFECT	Controls the amount of Effect ([EFFECT] knob value) according to how far the pedal pressed or how hard the pad is struck. MinValue: The amount (minimum) of Effect applied when the pedal is released or the pad is struck lightly MaxValue: The amount (maximum) of Effect applied when the pedal is depressed fully or when the pad is struck hard
CC01 to CC95	Sends Control Change message according to how far the pedal pressed or how hard the pad is struck. MinValue: The minimum value when the pedal is released or when the pad is struck lightly MaxValue: The maximum value when the pedal is fully depressed or when the pad is struck hard MIDI Ch: MIDI Channel

Settings off, inc scene, dec scene, select scene, toggle scene, inc tempo, dec tempo, tap tempo, clickOn/Off, bypassOn/Off, RevKnob, EffKnob, CC01 to CC95

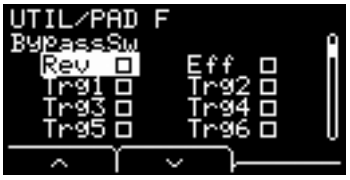
select scene: scene number

toggle scene: scene number1, number2

REVERB, EFFECT: variable, Min, Max

CC: CC number, MIDI Ch, value (variable, Min, Max)

Utility/PadFunction 2/2



BypassSw: Bypass Switch

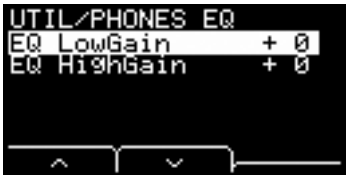
Selects the bypassOn/Off target setting in the PadFunction. This is a General setting, not an individual pad setting.

With all of the check boxes checked to set the bypass to "on," Reverb and Effects will not be applied to the sound that passes through the EAD, and Trigger Sounds will not be produced. The acoustic drum sound received from the mic does not change, it sounds as it is.

Rev	Applies Reverb or not
Eff	Applies the Effect or not
Trg1 to Trg6	Plays the Trigger Sound or not

Settings on, off

Utility/Phones EQ Headphone EQ Settings



Settings Screen Structure

- **Utility**
  - **Phones EQ**
    - EQ LowGain — EQ Low Gain
    - EQ HighGain — EQ High Gain

NOTE

Headphone EQ does not affect audio received from the [AUX IN] jack.

EQ LowGain: EQ Low Gain

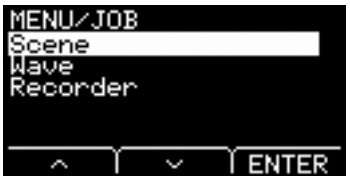
EQ HighGain: EQ High Gain

EQ LowGain	Sets the headphone equalizer (two-band shelving) low-end gain (dB). The higher the value, the more the low end will be boosted.
EQ HighGain	Sets the headphone equalizer (two-band shelving) high-end gain. The higher the value, the more the high end will be boosted.

Settings -12 to 0 to +12

Job

The job menu contains Scene, Wave, and Recorder related jobs.



Settings Screen Structure

- **Job**
  - **Scene** — **Scene Settings**
  - **Wave** — **Wave Settings**
  - **Recorder** — **Recorder Settings**

Job/Scene Scene Settings

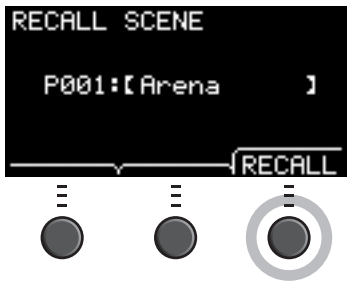
Only the User Scene settings can be changed from the Scene Settings (Job/Scene). Preset Scenes cannot be changed.

Settings Screen Structure

- **Job**
  - **Scene**
    - Recall — Recall
    - Sort — Sort
    - Exchange — Exchange
    - Clear — Clear

Recall: Recall

Changes to Scenes will be lost if you select another Scene before saving (storing) the settings. However, edits are actually retained in recall memory, so changes can be recalled using the Recall function.



NOTE

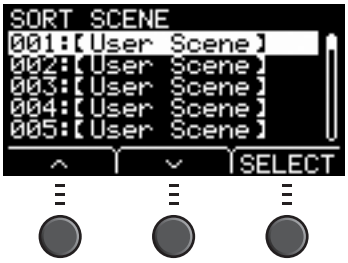
The edited Scene number and Scene name are displayed. If there is no recall data, “No data.” is displayed for the Scene name.

Procedure

1. **Press the “RECALL” button ([F3]) and the confirmation screen appears.**
2. **Press the “YES” button ([F1]) to Recall the data.**
   “Completed.” appears when Recall is complete and the screen returns to the Recall screen.

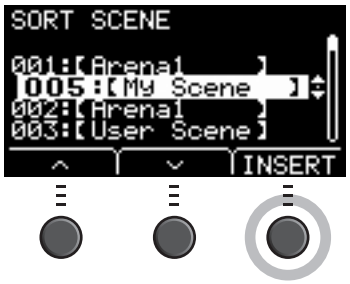
Sort: Sort

Changes the order of Scenes to call back when turning the [SCENE] knob.



Procedure

1. **Press the "^" and "v" buttons ([F1] and [F2]) to move the cursor.**
2. **Press the "SELECT" button ([F3]) to select the Scene that you want to move.**
3. **Press the "^" and "v" buttons ([F1] and [F2]), or the [–] and [+] buttons to move the selected Scene.**
4. **After moving the Scene to the position where you want it, press the "INSERT" button ([F3]).**



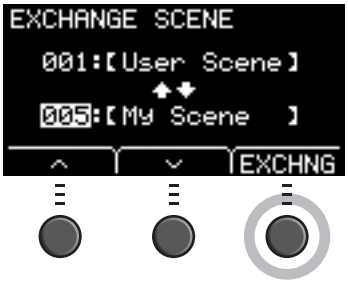
NOTE

To cancel the order sort, press the [EXIT] button.

Pressing the "INSERT" button ([F3]) sets the rearranged order and changes the Scene numbers accordingly.

Exchange: Exchange

Exchanges the order of two Scenes.



Procedure

1. **Select the two Scenes that you want to swap.**
2. **Press the "EXCHNG" button ([F3]) and the confirmation screen appears.**
3. **Press the "YES" button ([F1]) to change the order of the two Scenes.**
   "Completed." appears when the Exchange is complete, and the screen returns to the Exchange screen.

Clear: Clear

Initialize the Scene.

Procedure

1. **Use the [–] and [+] buttons to select the Scene you want to initialize.**
2. **Press the "CLEAR" button ([F3]) and the confirmation screen appears.**
3. **Press the "YES" button ([F1]) to Initialize the selected Scene.**
   "Completed." appears when the Initialization is complete, and the screen returns to the Clear screen.

Job/Wave Wave Settings

Settings Screen Structure

Job

Wave

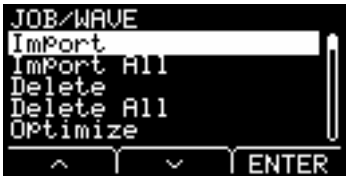
1/2

Import	Import Selected Audio File
Import All	Import All Audio Files
Delete	Delete Selected Audio File
Delete All	Delete All Audio Files
Optimize	Optimize Memory

2/2

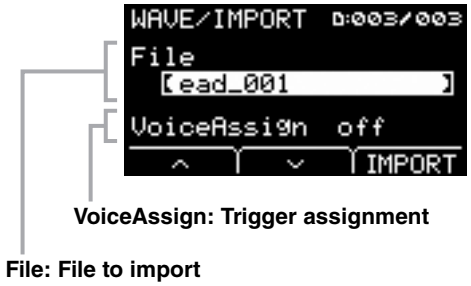
Memory Info	Memory Information

Job/Wave 1/2



Import: Import Selected Audio File

Select which audio file (.WAV) saved on a USB flash drive to import into the EAD10.



Assigns the selected Wave imported into the EAD, to a Trigger Input Source. When “off” is selected, no assignment will be made. When you have assigned the imported Wave to a Trigger Input Source, perform the Scene store operation.

Procedure

1. **Press the "IMPORT" button ([F3]) and the confirmation screen appears.**
2. **Press the "YES" button ([F1]) to Import.**
   Press the "NO" button ([F3]) to cancel the Import and the screen returns to Step 1.
   Press the "CANCEL" button ([F3]) during Import to stop the Import and the screen returns to Step 1.

   "Completed." appears when the Import is complete, and the screen returns to the Import screen.

Settings off, Kick, Kick-R, Trg2, Snare, Snare-R, Trg4, Trg5, Trg5-R1, Trg5-R2, Trg6, Trg6-R1, Trg6-R2, FootSW

NOTE

- Only 16-bit audio files (.WAV) can be used with the EAD10.
- The maximum length of a single file that can be imported is approximately 20 seconds (in the case of 44.1 kHz, 16-bit audio).
- Some audio files may not import even when all of the above conditions are met.
- The imported Waves can be used later for other Scenes by choosing the Wave from the Instrument or Voice Category.

Import All: Import All Audio Files

Imports all audio files (.wav) saved in the root directory of the USB flash drive into the Wave Memory of the EAD10.

Procedure

1. **Press the "IMPORT" button ([F3]) and the confirmation screen appears.**
2. **Press the "YES" button ([F1]) to Import.**
   Press the "NO" button ([F3]) to cancel the Import and the screen returns to Step 1.
   Press the "CANCEL" button ([F3]) during Import to stop the Import and the screen returns to Step 1.

   "Completed." appears when the Import is complete, and the screen returns to the Import All screen.

   NOTE

   Depending on the type or number of audio files, some files may fail to be imported.

Delete: Delete Selected Audio File

Deletes the selected Wave from the EAD10.

Procedure

1. **Press the [–] and [+] buttons to select the Wave you want to delete.**
2. **Press the "DELETE" button ([F3]) and the confirmation screen appears.**
3. **Press the "YES" button ([F1]) to delete the selected Wave.**
   Press the "NO" button ([F3]) to cancel deletion and the screen returns to Step 1.

   "Completed." appears when the Delete is complete, and the screen returns to the Delete Screen.

NOTE

Use the " " button ([F2]) to audition the file.

Delete All: Delete All Audio Files

Deletes all Waves from the internal Wave memory of the EAD10.

Procedure

1. **Press the "DELETE" button ([F3]) and the confirmation screen appears.**
2. **Press the "YES" button ([F1]) to delete all Waves.**
   Press the "NO" button ([F3]) to cancel deletion and the screen returns to Step 1.

   "Completed." appears when the Delete is complete, and the screen returns to the Delete All screen.

Optimize: Optimize Memory

Optimizes the Wave memory of the EAD10. Optimization reorganizes the memory content to make more efficient and effective use of memory space. Optimizing memory may increase the amount of free contiguous memory space.

Procedure

1. **Press the "OPTIMIZ" button ([F3]) and the confirmation screen appears.**
2. **Press the "YES" button ([F1]) to optimize the memory.**
   Press the "NO" button ([F3]) to cancel optimization and the screen returns to Step 1.

   "Completed." appears when Optimization is complete, and the screen returns to the Optimize screen.

Job/Wave 2/2

Memory Info: Memory Information

Displays the usage of the Wave memory of the EAD10.

Total: Total memory size (MB)
Displays the total memory size in units of MB (megabytes).

Free: Free memory space (MB) (free memory space (%))
Free space is displayed in units of MB (megabytes). Also, displays the free space for the entire memory in %. Fragmented memory may prevent importing of audio files even if there is sufficient space.

NOTE
Units used to denote capacity change according to memory size (KB: kilobyte, MB: megabyte).

Job/Recorder Recorder Settings

Settings Screen Structure

- **Job**
  - **Recorder**
    - Export Audio Export Audio

Export Audio: Export Audio

This saves the audio file recorded in the internal recorder to a USB flash drive.

Procedure

1. **If you want to add a name to the file, press the “NAME” button ([F2]) and enter a name.**

- **Entering the File Name**

  1. Use the [–] and [+] buttons to select a character, and then use the “<” and “>” buttons ([F1] and [F3]) to move the cursor to the next character position. A file name of up to 16 characters can be assigned.

  2. When you are finished entering all characters, press the “OK” button ([F2]).

2. **Press the “EXPORT” button ([F3]) and the confirmation screen appears.**

3. **Press the “YES” button ([F1]) to export.**

Press the “NO” button ([F3]) to cancel the export and the screen returns to Step 1.

“Completed.” appears when the export is complete, and the screen returns to the Export screen.

NOTE

- Recording data will be lost when the power is turned off or when performing a factory reset.
- Audio data is not backed up in “All” files.

File

A knowledge of terms is required to understand the functions and operations of the MENU/File section. This section explains the terminology used in the MENU/File section.

● File

The term “file” is used to define a set of data saved on a USB flash drive. Data exchanged between the EAD10 and a USB flash drive is carried out in the form of files.

● File Name

The name given to the file is called a file name. Files names are important for distinguishing files, and the same file name cannot be used in the same directory. While computers can handle long names, and even include non-English characters, the EAD10 can only use alpha-numeric characters.

● Extensions

The “period + three letters,” such as “.wav” at the end of the file name, is referred to as a “file extension.” The extension indicates the type of file. Files that the EAD10 use have a “.bin” extension, which is not displayed on the EAD10 Screen.

● File size

This refers to the size of the file. The file size is determined by the amount of data saved in the file. File size is measured in units indicated with a B (byte). Large files and also the memory capacity of devices are represented using units of KB (kilobytes), MB (megabytes), and GB (gigabytes). 1 KB=1024 B, 1 MB=1024 KB, and 1 GB=1024 MB.

● Format

Initializing the USB flash drive is known as “formatting.” Formatting a USB flash drive using the EAD10 will erase all files and directories (or folders).

● Save, Load

“Save” refers to the writing of data to a USB flash drive, while “load” refers to the reading of files from a USB flash drive.

NOTE

The EAD10 can handle a maximum of 100 “.wav” files, and 100 “.bin” files.

Settings Screen Structure

File

1/2

Save	Save File
Load	Load File
Rename	Rename File
Delete	Delete File
Format	Format USB Flash Drive

2/2

Memory Info	USB Flash Drive Memory Information

NOTE

For more information on cursor operations, refer to page 6.

File 1/2

Save: Save File

Saves the file to a USB flash drive.

Procedure

1. Connect a USB flash drive to the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Save.

The following screen appears.

3. Select the Type (file type).

3-1. Use the [–] and [+] buttons to select the file type you want to save.

All	All data (all Scenes, all Waves, Utility data, and Trigger settings)
AllScene	Scene data for all Scenes
OneScene	Scene Data Scene: Select the Scene you want to save.
Trigger	Trigger Settings

Settings All, AllScene, OneScene, Trigger

NOTE

Songs recorded with the Recorder (internal memory) are not saved in "All" files. Use JOB/RECORDER/EXPORT to save data recorded by the recorder as a file.

NOTICE

As all four file types are saved as files using the same extension (.bin), do not use the same file name when saving, even if you change file type. Using the same file name may result in overwriting the same file.

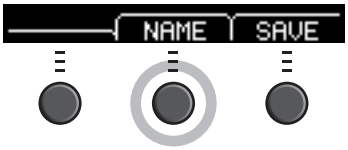
3-2. For OneScene, select the Scene you want to save.

Press the " ↘ " button ([F1]), to move the cursor to the Scene number, and then use the [–] and [+] buttons to select the Scene you want to save.

When the Scene contains User Waves, the User Waves are also saved.

4. Enter a name for the file to be saved.

4-1. Press the “NAME” button ([F2]).



The NAME Edit screen appears.

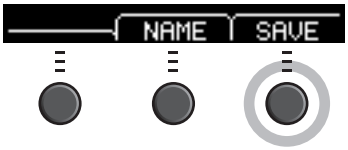
● **Entering the File Name**

1. Use the [–] and [+] buttons to select a character, and then use the “<” and “>” buttons ([F1] and [F3]) to move the cursor to the next character position. A file name of up to 16 characters can be assigned.

2. When you are finished entering all characters, press the “OK” button ([F2]).

5. Save the file.

5-1. Press the “SAVE” button ([F3]).



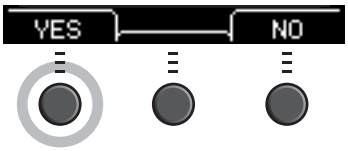
The File Save confirmation screen appears.

5-2. To save the file, press the “YES” button ([F1]). If you do not want to save the file, press the “NO” button ([F3]) and the screen returns to Step 2.

If a file with the same file name already exists, the overwrite confirmation screen, as shown below, appears.

To save under a different file name, press the “NO” button ([F3]) and the screen returns to Step 2.

6. Press the "YES" button ([F1]) to save.



A message similar to that shown below appears during the Save process.

Pressing the "CANCEL" button ([F3]) during the Save process stops the process, and the screen returns to Step 2.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the EAD10 while data is being saved. Doing so may cause the EAD10 to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Save process is complete, and the screen returns to Step 2.

Load: Load File

Loads a file previously saved to a USB flash drive into the EAD10.

When you have moved files to a computer for file management, make sure to move the files back to the root directory of the USB flash drive.

NOTE

The EAD10 cannot load the file if it is in a sub directory (folder).

Procedure

1. Connect the USB flash drive containing the files saved with the EAD10 into the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Load.

The following screen appears.

3. Select the Type (file type).

3-1. Use the [–] and [+] buttons to select the file type you want to load.

All	All data (all Scenes, all Waves, Utility data, and Trigger settings)
AllScene	Scene data for all Scenes
OneScene	Scene Data
Trigger	Trigger Settings

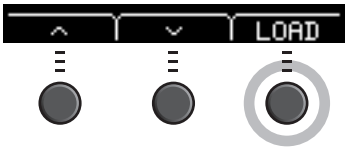
Settings All, AllScene, OneScene, Trigger

4. Select the file you want to load.

4-1. Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor to "File," and then use the [–] and [+] buttons to select the file you want to load. Only those files matching your selected file type will be presented for loading.

4-2. For OneScene, select the Scene you want OneScene to load to.
Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor to the Scene number, and then use the [–] and [+] buttons to select the Scene you want OneScene to load to.
If the Scene contains User Waves, the User Waves are also loaded.

5. Press the "LOAD" button ([F3]).



The File Load confirmation screen appears.

6. Press the "YES" button ([F1]) to load.

A message similar to that shown below appears during the Load process.

Pressing the "CANCEL" button ([F3]) during the Load process stops the process, and the screen returns to Step 2.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the EAD10 while data is being loaded. Doing so may cause the EAD10 to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Load process is complete, and the screen returns to Step 2.

Rename: Rename File

Renames the file saved on a USB flash drive.

Procedure

1. Connect the USB flash drive into the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Rename.

The following screen appears.

3. Select the type (Type) of the file that you want to rename.

3-1. Use the [–] and [+] buttons to select the file type you want to rename.

All	All data (all Scenes, all Waves, Utility data, and Trigger settings)
AllScene	Scene data for all Scenes
OneScene	Scene Data
Trigger	Trigger Settings
Wav	Wave File

Settings All, AllScene, OneScene, Trigger, Wav

4. Select the file to be renamed.

4-1. Press the "﹀" button ([F2]) to move the cursor to "File."

4-2. Use the [–] and [+] buttons to select the file to be renamed.

5. Set a new name for the file.

Press the "﹀" button ([F2]) to move the cursor to the bottom of the screen.
Press the "Name" button ([F2]) to display the Enter File Name screen.

● **Entering the File Name**

1. Use the [–] and [+] buttons to select a character, and then use the "<" and ">" buttons ([F1] and [F3]) to move the cursor to the next character position. A file name of up to 16 characters can be assigned.

2. After entering all characters, press the "OK" button ([F2]).

6. **Press the “RENAME” button ([F3]).**

The confirmation screen appears.

7. **Press the “YES” button ([F1]) to change the name.**

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the EAD10 while file is being renamed. Doing so may cause the EAD10 to malfunction, or corrupt memory in the USB flash drive.

“Completed.” appears when the Rename process is complete, and the screen returns to Step 2.

Delete: Delete File

This operation deletes a file in the USB flash drive.

Procedure

1. **Connect the USB flash drive containing the saved file you want to delete using the EAD10 into the [USB TO DEVICE] terminal.**

2. **Navigate to MENU/File/Delete.**

The following screen appears.

3. Select the type of file you wish to delete.

3-1. Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor to "Type."

3-2. Use the [–] and [+] buttons to select the file type.

All	All data (all Scenes, all Waves, Utility data, and Trigger settings)
AllScene	Scene data for all Scenes
OneScene	Scene Data
Trigger	Trigger Settings
Wav	Wave File

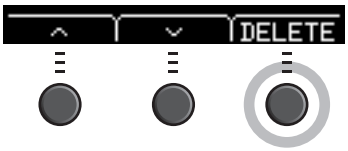
Settings All, AllScene, OneScene, Trigger, Wav

4. Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor to "File."

5. Use the [–] and [+] buttons to select the file you want to delete.

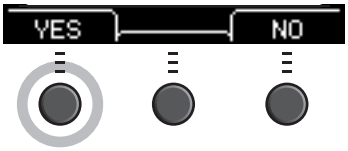
Depending on the files selected in Step 3, only the files you can delete are presented.

6. Press the "DELETE" button ([F3]).



The Delete confirmation screen appears.

7. Press the "YES" button ([F1]) to delete the file.



NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the EAD10 while file is being deleted. Doing so may cause the EAD10 to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Delete process is complete, and the screen returns to Step 2.

Format: Format USB Flash Drive

Sometimes the USB flash drives are not usable as they are. In such cases, format the USB flash drive by following the procedures shown below.

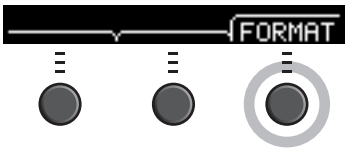
NOTICE

Formatting erases all data in the USB flash drive. Before formatting, ensure that the USB flash drive does not contain any important data.

Procedure

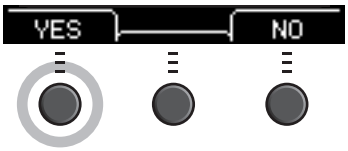
1. **Connect the USB flash drive into the [USB TO DEVICE] terminal.**
2. **Navigate to MENU/File/Format.**
   The following screen appears.

3. **Press the "FORMAT" button ([F3]).**



The Format USB flash drive confirmation screen appears.

4. **Press the "YES" button ([F1]) to format.**



NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the EAD10 while the USB flash drive is being formatted. Doing so may cause the EAD10 to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Format process is complete, and the screen returns to Step 2.

File 2/2

Memory Info: USB Flash Drive Memory Information

Shows the memory usage of the USB flash drive.

Total: Total memory size (MB)

Displays the total memory size in units of MB (megabytes).

Free: Free memory space (MB) (free memory space (%))

Free space is displayed in units of MB (megabytes). Also, displays the free space for the entire memory in %.

NOTE

Units used to denote capacity change according to memory size (KB: kilobyte, MB: megabyte, GB: gigabyte).

Factory Reset

Restores all data in the User settings (User Scenes, Trigger settings, Wave, Utility, Recorder internal memory) back to their factory default settings.

Settings Screen Structure

Factory Reset

Factory Reset **Factory Reset**

Factory Reset: Factory Reset

NOTICE

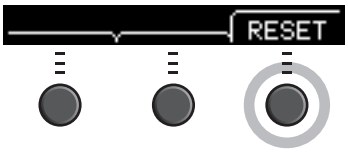
A factory rest erases all data in the user settings restoring them to the factory default settings. Be sure to save any important data to a USB flash drive beforehand (page 48).

Restoring Defaults

1. Navigate to MENU/Factory Reset.

The following screen appears.

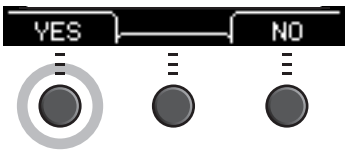
2. Press the “RESET” button ([F3]).



The factory reset confirmation screen appears.

3. Press the “YES” button ([F1]) to carry out the Factory Reset.

If you do not want to carry out the Factory Reset, press the “NO” button ([F3]).



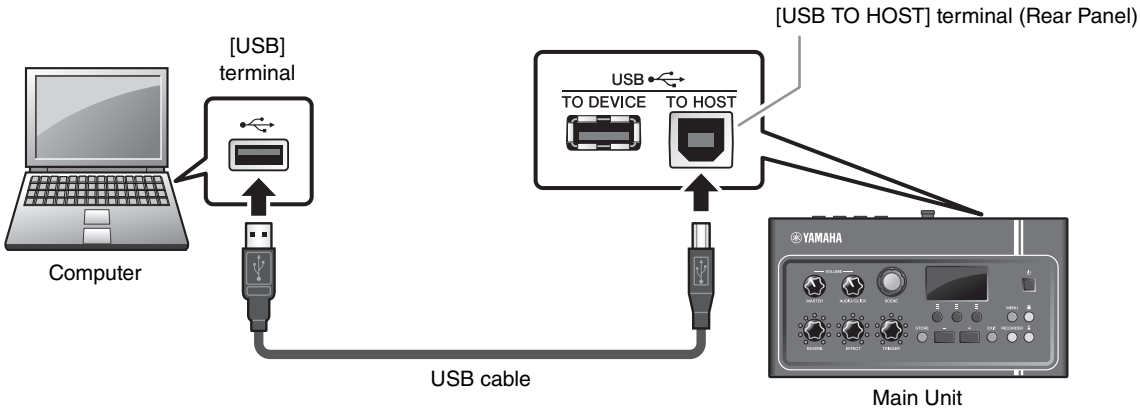
Factory Reset

The following message appears during the operation.

“Completed.” appears when the Factory Reset is complete, and the screen returns to the Scene screen.

Connecting a Computer

Connecting the Main Unit to a computer using a USB cable lets you send and receive audio or MIDI data. This section explains how to connect the Main Unit and the computer.



NOTE

USB cable is not included. To connect your computer to the Main Unit, use a USB A-B type cable of no more than 3 meters.

■ Precautions when using the [USB TO HOST] terminal

When connecting the computer to the [USB TO HOST] terminal, make sure to observe the following points. Failing to do so risks freezing the computer and corrupting or losing the data.
If the computer or the EAD10 freezes, restart the application software or the computer OS, or turn the power to the EAD10 off and then on again.

NOTICE

- **Use an A-B type USB cable. Also, make sure the cable is less than 3 meters long. USB 3.0 cables cannot be used.**
- **Before connecting a computer to the [USB TO HOST] terminal, disable any power-saving mode of the computer (such as suspend, sleep, or standby).**
- **Perform the following before turning the power to the EAD10 on/off or plugging/unplugging the USB cable to/from the [USB TO HOST] terminal.**
  - Quit any open application software on the computer.
- **Please wait at least six seconds between turning the Main Unit on/off and connecting or disconnecting the USB cable.**

Installing the Yamaha Steinberg USB Driver

To use audio data with a Windows computer, you need to install the Yamaha Steinberg USB Driver.

NOTE

When you use a macOS computer or when you use a Windows computer only to handle MIDI data, installation of the Yamaha Steinberg USB Driver is not required.

1. Download the latest Yamaha Steinberg USB Driver from the following URL.

http://download.yamaha.com/

Press the [⬇ (driver name)] button, download and open the file.

NOTE

- Information on system requirements is provided on the above web page.
- For improvement, the Yamaha Steinberg USB Driver may be upgraded without notice. For details and the most up-to-date information, please visit the above website.

2. Install the Yamaha Steinberg USB Driver on your computer.

For more information, please refer to the Yamaha Steinberg USB Driver Installation Guide.

Using DAW Software

For more information on recording or audio playback, please refer to the Owner's Manual for your DAW software.

USB audio and the recorder function cannot be used simultaneously on the EAD10.
The factory default setting automatically switches to handle only MIDI over USB while the recorder is in use.

● MIDI-related Reference

Information related to MIDI and creating music with a computer, is provided in the Data List (PDF). The Data List (PDF) is available for download at the following web page.

http://download.yamaha.com/

* Yamaha Corporation reserves the right to modify this URL at any time without prior notice.

Yamaha USB-MIDI Driver

Normally, driver installation is not necessary. If, however, you are experiencing unstable operation or other troubles, please download the USB-MIDI driver from the web page listed below and install it on your computer.

Yamaha Downloads: http://download.yamaha.com/

Enter the model name, and then select the USB-MIDI driver that corresponds to your operating system.
For instructions on installing the driver, refer to the Installation Guide included with the download file.

NOTE

- Depending upon the operating system you are using, the standard Yamaha USB-MIDI driver may not be compatible.
- For Mac computers, the installation of drivers is not needed because the standard drivers included in macOS are used.

Manual Development Group

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