

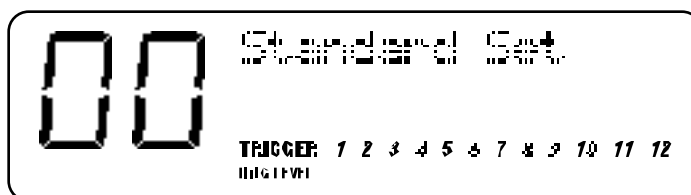
## CHAPTER 2

# YOUR FIRST SESSION WITH THE DM5

## POWERING UP

After making your connections, turn on the system's power using this procedure:

- ① Before turning on the DM5's power, check the following items:
  - Have all connections been made correctly?
  - Are the volume controls of the amplifier or mixer turned down?
  - Is the volume of the DM5 turned down?
- ② Turn on the **[POWER]** switch on the DM5 front panel.  
*Upon power-up, the DM5 will recall the last selected Drum Set, and will display the page that was last selected.*
- ③ Press **[DRUM SET]**.  
*The **[DRUM SET]** button will light. The display should look something like this:*



*If this Program/Mix has been edited, the display will indicate this by showing a period "." to the right of the name of the Drum Set.*

- ④ Turn the DM5's master **[VOLUME]** knob fully clockwise.  
*The best signal-to-noise ratio is achieved when **[VOLUME]** is set to maximum.*
- ⑤ Turn on the power of the amplifier / mixer, and adjust the volume.

## PLAYING THE DEMO SEQUENCE

The DM5 has a built-in demo sequence which demonstrates the wide variety of sounds this amazing instrument is capable of generating. In order to get the full effect of the demo, we recommend that you connect both the **[MAIN OUTPUT-L]** and **[MAIN OUTPUT-R]** to the inputs of your sound system, or listen on headphones.

To play the demo sequence:

- ① Hold the **[DRUM SET]** button, and press **[PREVIEW]**.  
*The display will read: "Playing Demo..."*
- ② Press any button to stop the demo.  
*There will be no MIDI out messages during the demo, and the external triggers will be disabled.*

## WHAT'S A DRUM SET?

A *Drum Set* is a stored configuration of drum sounds and their parameters. This setup of drum sounds and parameters can be stored so that you can get back to it instantly. When you select a Drum Set, all of its sounds and parameter settings are recalled to recreate the original kit.

The DM5 provides up to 21 internal Drum Sets. A Drum Set contains 61 notes. Each note is assigned a voice. Each voice is an actual digital recording, called a *sample*. There are 4 megabytes of drum and percussion samples to choose from. The voices are organized into groups, for easy selection (Kicks, Snare, etc.). Once a note has been assigned a voice, you may then edit its other parameters. These include Pitch (transposing the playback pitch of the sample), Volume, Panning, and Output (Main or Aux).

Each voice is *velocity-sensitive*: the harder you hit a drum pad (or the [PREVIEW] button) or the higher the velocity value of the MIDI trigger, the louder the drum sound assigned to the pad will play. Using Dynamic Articulation™ techniques, the timbre (tonal content) and pitch will often change as well, just like “real” drums.

## PLAYING THE DM5

The DM5 is shipped from the factory with 21 Preset Drum Sets.

### AUDITIONING INTERNAL PROGRAMS

- ① Press the [DRUM SET] button.  
*The [DRUM SET] button will light. You can play the DM5 from a MIDI keyboard or via the external triggers; the Drum Set will be whatever was selected last (00 – 20).*
- ② Select a Drum Set by turning the [VALUE] knob.  
*The selected Drum Set number and its name will appear in the display.*

### SELECTING THE MIDI CHANNEL

The DM5 can receive information on any single MIDI channel of the 16 available channels, or on all 16 MIDI channels.

- ① Press the [MIDI] button.  
*The [MIDI] button will light. This selects the MIDI parameters for editing. There are 5 different pages of parameters; this is page 1. There are three parameters in this page: Root, Chan and Thru. The first parameter, Root will be selected (the value beneath it will be flashing).*
- ② Press the [▶] button once to select the Chan parameter (MIDI channel).  
*The Chan parameter's value will flash in the display to indicate it is selected for editing.*
- ③ Use the [VALUE] knob to select a MIDI channel from 01 – 16, or 00 to select all channels (this is also known as “omni mode”).  
*The display will change to indicate the currently selected MIDI channel.*

For more information about MIDI functions, see Chapter 5.

## CHOOSING VOICES IN A DRUM SET

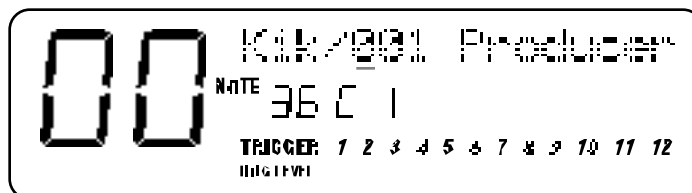
In this section, we will choose Voices for a Drum Set. There are many other parameters of a Drum Set we may wish to edit, however. Refer to Chapter 4 for more information about editing.

There are 61 possible notes in a Drum Set. To select a note, turn on the **[NOTE CHASE]** button (it will light). Now, whenever you play a note on your MIDI keyboard, the corresponding pitch will be displayed. When you want to edit a particular note, just play it and there it is! You can also select a note from the front panel by pressing the **[▶]** button to select the Note value in the display (it will flash) and then turning the **[VALUE]** knob to select the note you wish to edit.

① Press **[DRUM SET]** and use the **[VALUE]** knob to select a Drum Set you wish to edit.

② Press **[VOICE]**.

*This selects the Voice function. The display will look like this:*



In the upper section of the display there will appear two parameters: Voice Family and Voice Number (a slash / appears between them). The above example shows Note #36 (C1) is selected, and its assigned Voice is the first sound (001) in the Kick (Kik) Family. Note that the Voice Number (001) is underlined, indicating that it is selected for editing (using the **[VALUE]** knob).

③ With **[NOTE CHASE]** turned on (lit), play a note on your MIDI keyboard (or hit a drum pad) that corresponds to the note you want to change the Voice for.

*The selected note's pitch will appear in the middle of the display. Example: If you played middle-C, the middle section of the display would read "36C1".*

④ Turn the **[VALUE]** knob to select a different Voice Number within the current Voice Group; Tap the **[PREVIEW]** button to audition the selected drum sound. *Example: If the selected note was assigned to a kick drum, turning the **[VALUE]** knob would let you audition the other kick drum sounds available in the Kick Voice Group.*

⑤ Press the **[◀]** button once to select the Voice Family parameter. *The cursor will appear beneath the Voice Family parameter.*

⑥ Turn the **[VALUE]** knob to select a different Voice Family.

⑦ Press the **[▶]** button once to select the Voice Number parameter again.

⑧ Turn the **[VALUE]** knob to select a Voice within the newly selected Family; Tap the **[PREVIEW]** button to audition the selected drum sound.

⑨ Repeat steps ② through ⑧ to select new Voices for other notes in the Drum Set.



*Changes you make to a Drum Set are temporary and will be lost if another Drum Set is selected. To make changes permanent, you must store the Drum Set (see next section).*

## STORING AN EDITED DRUM SET

Once you have made changes to a Drum Set, you will need to store it; that is, if you want to keep the changes you have made. The internal memory is designed to hold up to 21 (00 – 20) Drum Sets. Once you store over an existing Drum Set, the previous Drum Set that was stored in that location is gone forever. However, you can recall any of the 21 original factory preset Drum Sets at any time (see below).

- ① Press [**STORE**].  
*The [**STORE**] button will light. The display will show a Drum Set number identical to the last Drum Set number selected.*
- ② *Optional:* Use the [**VALUE**] knob to select a different Drum Set location (00 – 20).
- ③ Press [**STORE**] to save the Drum Set into the selected location.  
*The display briefly reads: "DRUMSET STORED!". The [**STORE**] button will turn off.*

## NAMING A DRUM SET

The Store function has a second page which allows you to change the name of the Drum Set before storing it.

- ① Press [**STORE**].
- ② Press the [**▶**] button once to select page 2 of the Store function .  
*The Drum Set's name appears in the display; a cursor appears beneath the first character. In the bottom left corner of the display, **PAGE 2** will have a square around it.*
- ③ Use the [**◀**] and [**▶**] buttons to move the cursor in the display and select a character for editing.  
*If you move the cursor beyond either end of the Drum Set's name, page 1 will be selected.*
- ④ Turn the [**VALUE**] knob to change the selected character.
- ⑤ Press [**STORE**] to save the Drum Set with its new name.

## RECALLING THE FACTORY DRUM SETS

The DM5 includes 21 factory-programmed Drum Sets that are useful in a wide range of applications. These are permanently stored in ROM (Read Only Memory), so even if you edit one of them or replace one by storing a Drum Set into its memory location, you can recall any of the original presets whenever you want.

- ① Hold the [**DRUM SET**] button and press [**STORE**].  
*The display will read: "Recall Set Into".*
- ② Turn the [**VALUE**] knob to select the factory Drum Set to be recalled (00-20) .
- ③ Press the [**▶**] button once and turn the [**VALUE**] knob to select the Drum Set memory to recall the Drum Set into.
- ④ Press [**STORE**] to recall the selected factory Drum Set into the selected Drum Set memory location.



*Recalling a preset permanently erases and replaces the Drum Set in the location you select. Only recall a preset into a Drum Set location you are sure you don't want to keep.*