



CSD35M
OWNER'S MANUAL

Congratulations!

Thank you for purchasing this Carlsbro digital drum set. This drum set has been developed to act and play like an acoustic drum set but with greater ease and much lower volume. Before you use the instrument, we recommend that you take the time to carefully read through this user guide, to familiarise yourself with the controls and get the best out of your new drum set. It also contains important safety information and practical hints and tips to perfectly setup and configure your drum set.

Taking care of your digital drum set

Location

- Please set up your drum set in a spacious area on a carpet or rug where available.
- Do not expose the unit to the following conditions to avoid deformation, discolouration or more serious damage:

Direct sunlight, high temperatures, next to a heat source, in a car during the day time or in a cold, damp environment.

Power supply

- Make sure to use a correct AC adaptor and that the AC outlet voltage of your country matches the input voltage specified on the AC adaptor, and label on the underside of the sound module.
- Turn the power switch OFF when the Instrument is not in use.
- The AC adaptor should be unplugged from the AC outlet if the instrument is not to be used for an extended period of time.
- Unplug the AC adaptor during electrical storms.
- Avoid plugging the AC adaptor into the same AC outlet as appliances with high power consumption, such as electric heaters or ovens.
- Try to avoid using multi-plug adaptors as these can result in a reduction of sound quality, operational errors, and possibly damage.

Turn power OFF when making connections

- To avoid damage to the instrument and connected devices, turn the power switches of all related devices OFF prior to connecting or disconnecting any cables.

Handling and transport

- Never apply excessive force to the controls, buttons, connectors or other parts of the instrument.
- Always unplug cables by gripping the plug firmly, not by pulling on the cable.
- Disconnect all cables before moving the instrument.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument will result in scratches and more serious damage.
- Do not disassemble any components or try to analyse any internal parts by yourself. There are no user-serviceable parts for this drum set. If any malfunction occurs during use, stop using it and refer to the trouble shooting page towards the end of this user guide.

Cleaning

- Unplug the power plug before cleaning this drum set. Do not touch the power plug with wet hands or materials.
- Clean with a dry soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol, detergents or thinners.
- Avoid placing vinyl objects on top of the unit (vinyl can stick to and discolour the surface).

Electrical interference

- This instrument contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the instrument further away from the affected equipment.

Unpacking

- Please retain the packaging for this product in the unfortunate event that the product or any individual part needs to be returned for service or repair. Please complete the warranty card included with this product and also write your product serial number in the box at the end of this user guide. Returning the completed warranty card does not diminish your statutory rights in anyway.

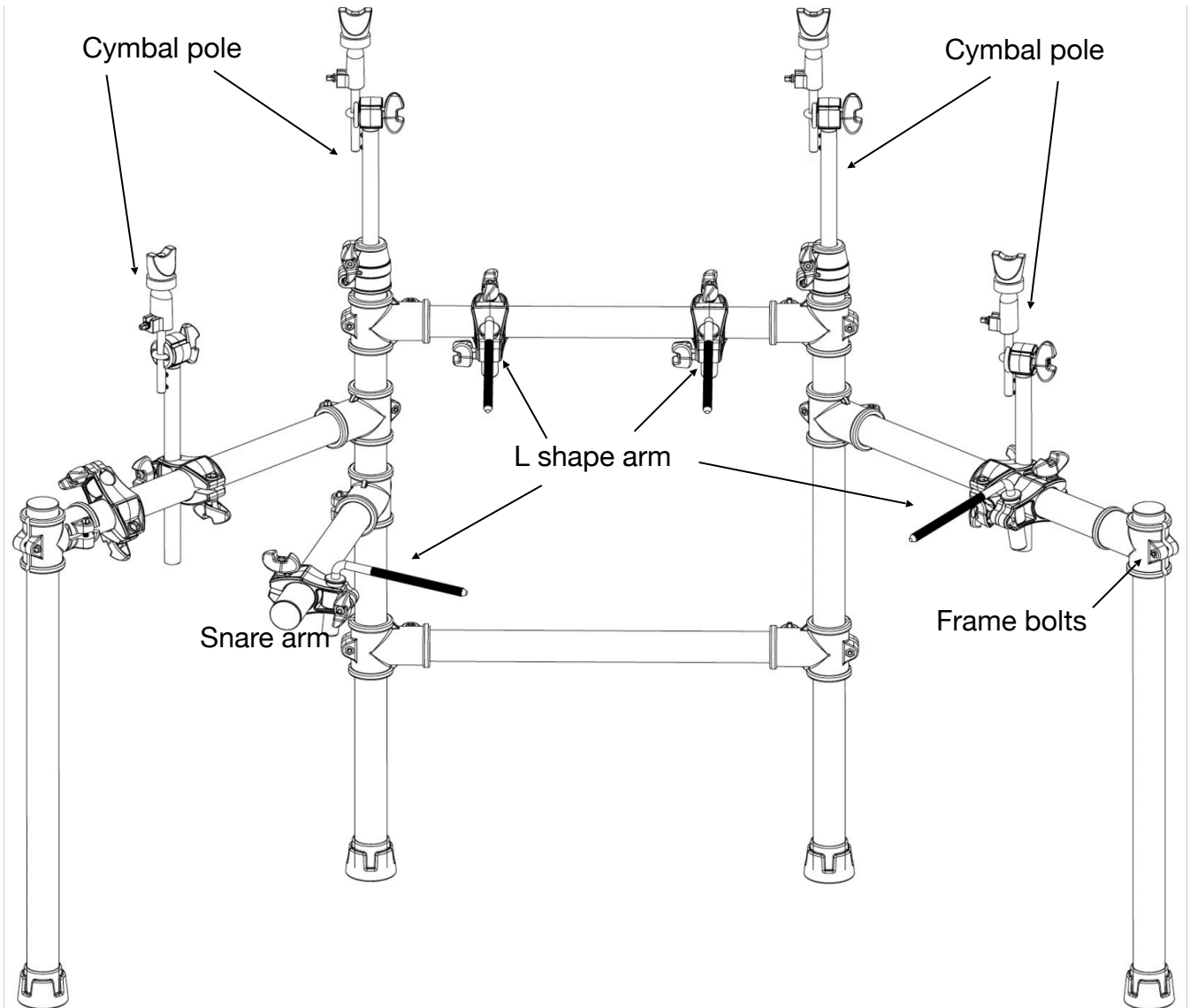
Drum kit assembly

1. Open the drum frame as illustrated.

*note: for left handed assembly, open the frame legs backwards, so the snare arm is to the right hand side.

2. Once your frame is in position, slightly tighten the frame bolts with your supplied drum key, to reduce movement.

3. Place cymbal poles and L shape drum arms on the drum frame as illustrated.



4. Fix the mesh drum pads to the L arms. The snare pad is a larger 10" pad.

5. Place the cymbals on top of the cymbal poles and fasten with the cymbal nuts and felt washer above the cymbal. Do not over tighten, the cymbal should have slight movement and not be rigid.

*note: The Hi-Hat Cymbal pad is different to the Crash and Ride cymbal pads, please pay close attention to the labels on the underside of the cymbal pads.

6. Place the sound module in the remaining frame bracket either side of the Hi-Hat cymbal.

*note: It is ideal for younger drummers to have the module to the front of the frame so that the Hi-Hat is closer to reach. For adults the Hi-Hat and Module position can be reversed to give a much larger playing area.

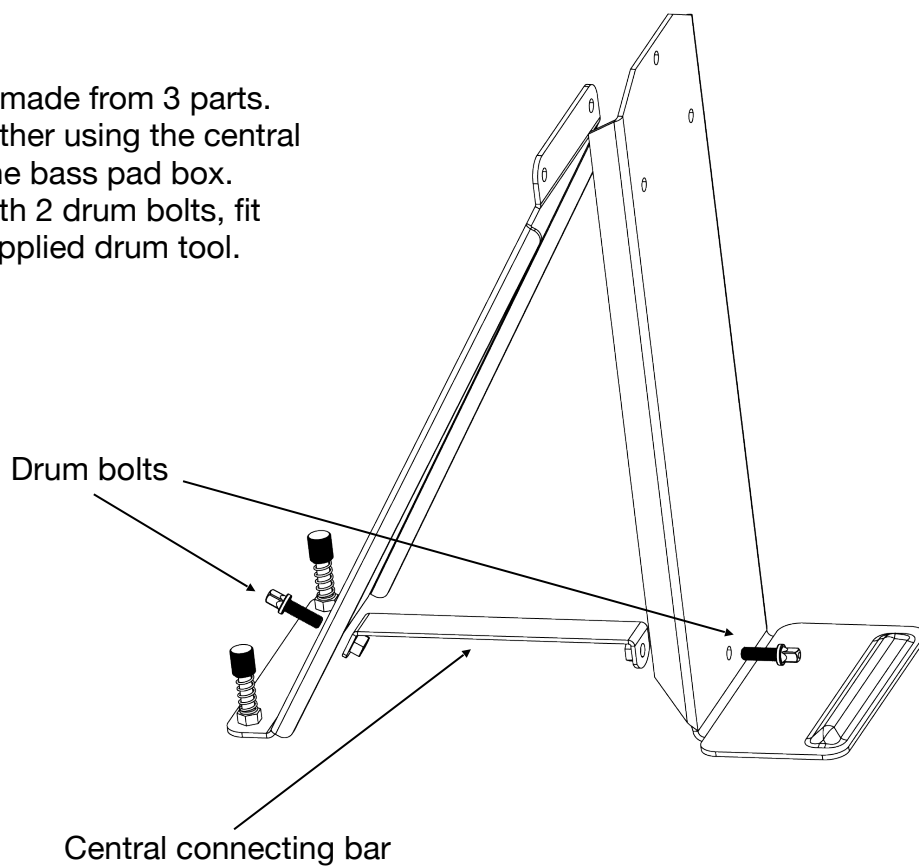
7. Place the Hi-Hat Control pedal on the floor under the Hi-Hat cymbal pad.

8. Place the bass tower on the floor to your required position, usually under TOM2 position.

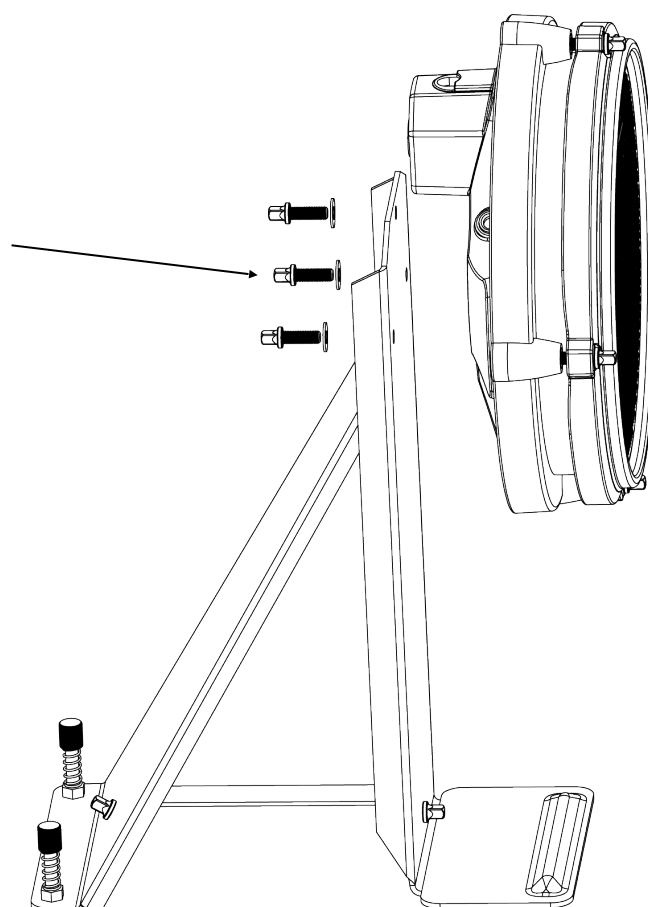
9. Adjust the pedal floor spikes, so the pedals grip to your carpet or rug to reduce movement.

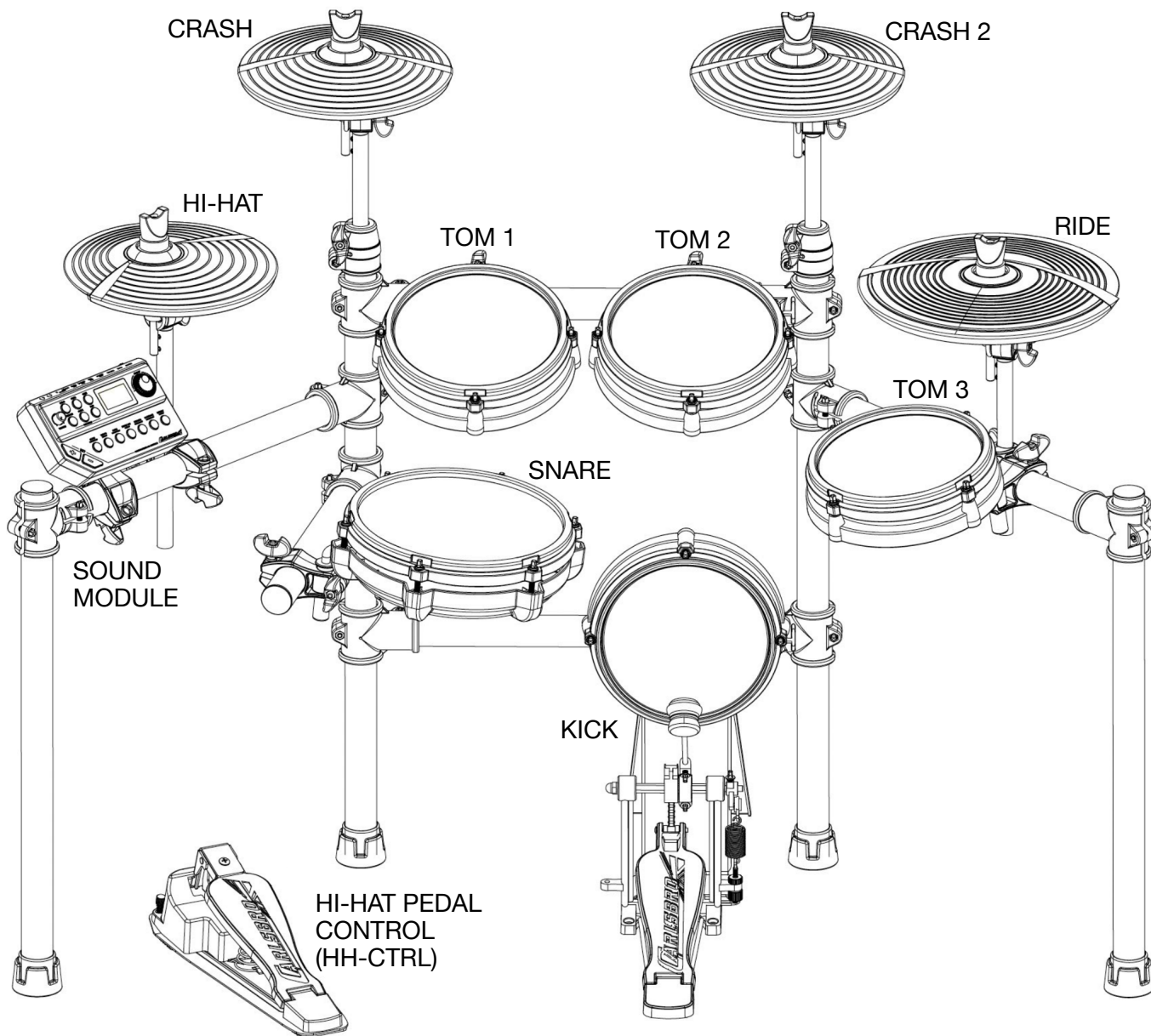
Bass drum assembly

1. The bass drum tower stand is made from 3 parts. Connect the larger plates together using the central connecting bracket found in the bass pad box. The bracket is held in place with 2 drum bolts, fit and tighten these with your supplied drum tool.



2. Attach the bass pad to the tower stand with the 3 bolts found on the back of the bass pad. These bolts thread through the 3 holes at the top of the tower stand and then fasten into the holes on the back of the bass pad. Tighten these bolts with your supplied drum tool.





Connecting the drum pads

Before connecting the drum cables, make sure that the power switch is set to the OFF position.

Connect the wiring loom main plug to the drum signal input port on the underside of the module. Fasten tightly with the 2 locating screws on the plug (these will screw in around 4 full turns).

Follow the labels on the end of each cable to match the diagram above, using the stickers on the individual pads and parts for further reference.

Cable 'HH CTRL' (blue) plugs into the Hi-Hat Pedal control.

Cable 'Hi-Hat' (white) plugs into the Hi-Hat cymbal.

Cable 'Kick' (grey) plugs into the Kick pedal.

Cable 'Snare' (yellow) plugs into the mesh snare pad with rubber rim.

Cable 'Tom1' (orange) plugs into the the 1st mesh Tom pad.

Cable 'Tom2' (purple) plugs into the 2nd mesh Tom pad.

Cable 'Tom3' (black) plugs into the 3rd mesh Tom pad.

Cable 'Crash' (red) plugs into the crash cymbal pad position.

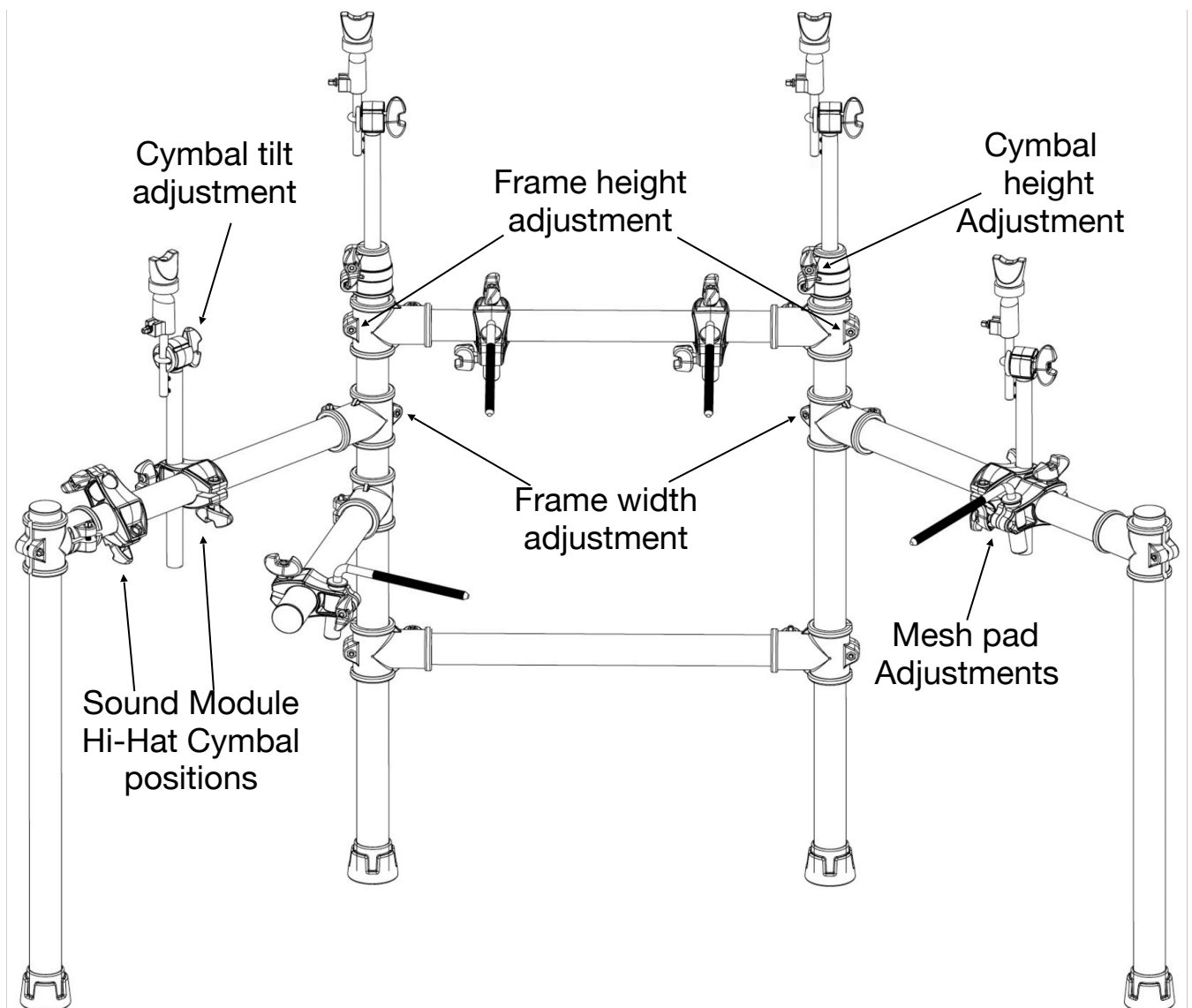
Cable 'Ride' (green) plugs into the ride cymbal pad position.

Separately packaged Cable 'CRASH2' (black) plugs into the CRASH 2 cymbal pad and the EXT CYMBAL socket on the rear of the sound module.

Positioning your pads

Once your drum set is assembled, you can further adjust the positioning of the frame and pads to suit you. The drum set should be comfortable and all pads should be easy to reach without over stretching.

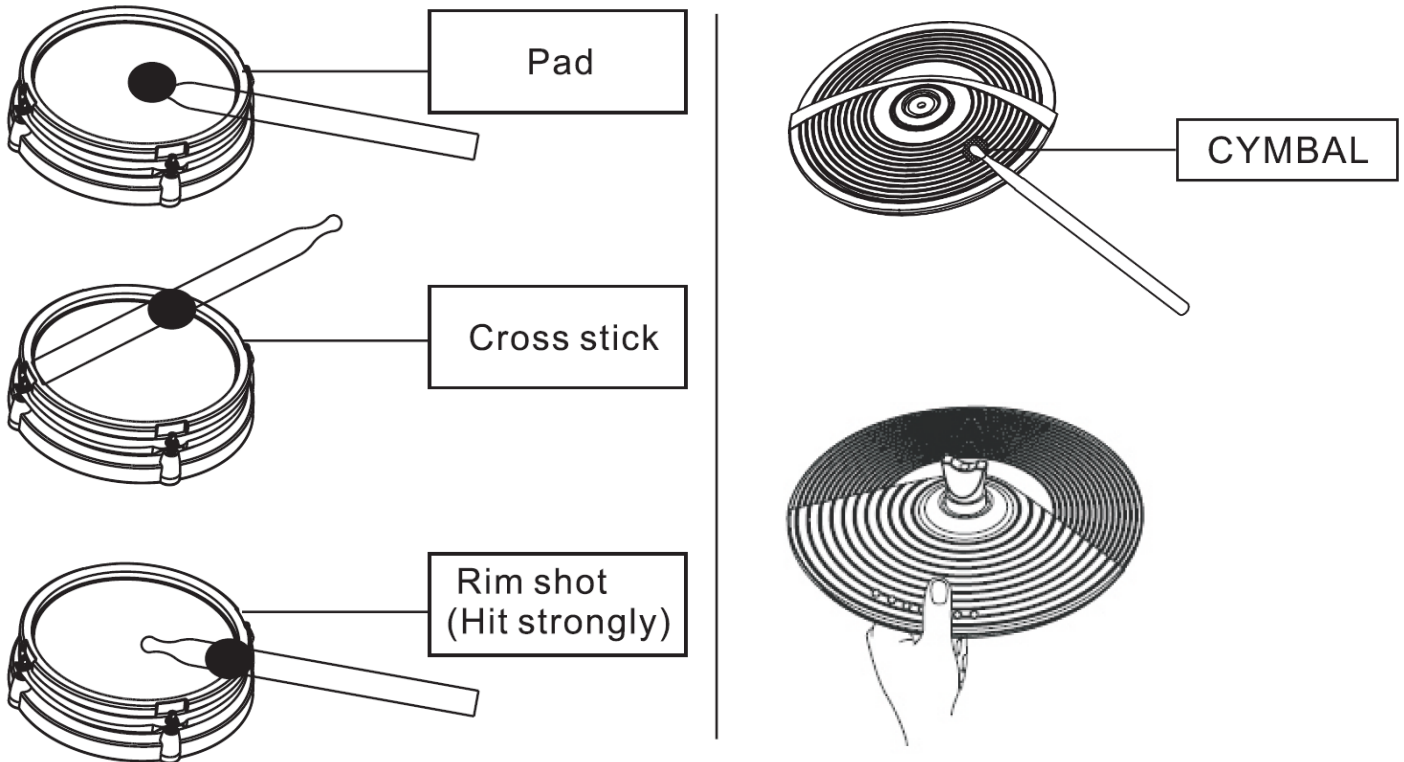
1. The horizontal frame bars and snare arm can be adjusted up and down to suit drummers of different heights. Loosen the outside bolt on both ends, and slowly move the bar to your desired height, tighten the bolts to secure the position.
2. The frame width can be adjusted by turning the outer legs inwards or outwards allowing the Hi-Hat cymbal, sound module and Tom3 to be positioned closer or further away as needed.
3. The Mesh pads can be moved up/down, left/right, forwards/backwards and also be tilted upwards and downwards. It is ideal to position the Tom pads in such a way to reduce the risk of accidentally striking the pad rim.
4. The cymbals can move up/down and also be tilted, it is important that the cymbals are hit on the rubber playing surface and not the plastic part to reduce noise and possible damage.
5. The Sound module and Hi-Hat cymbal can reverse positions to allow for a wider or narrower playing area. Place the Hi-Hat in the inner holder for a closer set up, or in the outer holder for a larger set up.
6. The pedals have unlimited movement, so place these in a position that is the most comfortable for you.



Playing the pads

Similar to an acoustic drum set, this digital drum set responds to various playing techniques, dynamics and velocity. With some voices changing tone depending on the strength of the strike.

1. The Mesh snare pad has 2 sensor zones: main pad and pad rim. On selected voices the rim can have 2 velocity specific sounds that create a side stick (soft) and also a rim shot (hard).
2. Crash 1 and Crash 2 cymbal pads have one zone and also a CHOKE sensor, hit the cymbal and then pinch the central part of the rim to choke (stop) the sound.

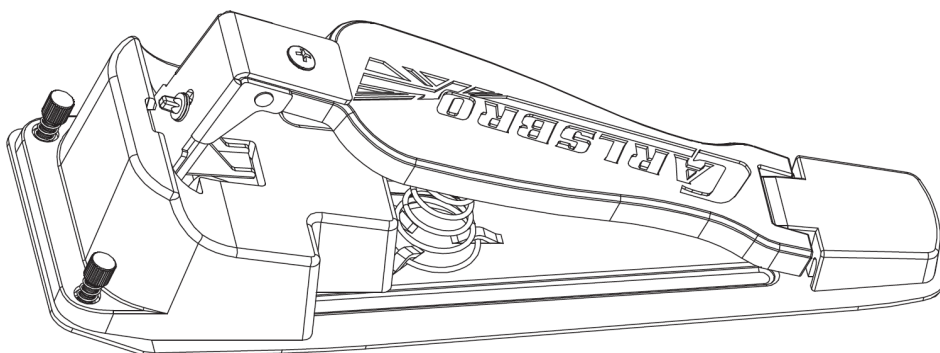


3. The Tom pads have 2 sensor zones: main pad and pad rim.
4. The Ride cymbal has 2 sensor zones: cymbal rim on the edge of the pad and cymbal bell towards the centre of the pad. The Ride cymbal also features the CHOKE function.
5. The Hi-Hat cymbal pad has a single zone sensor. The different sounds of the hi-hat are controlled by the Hi-Hat control pedal.

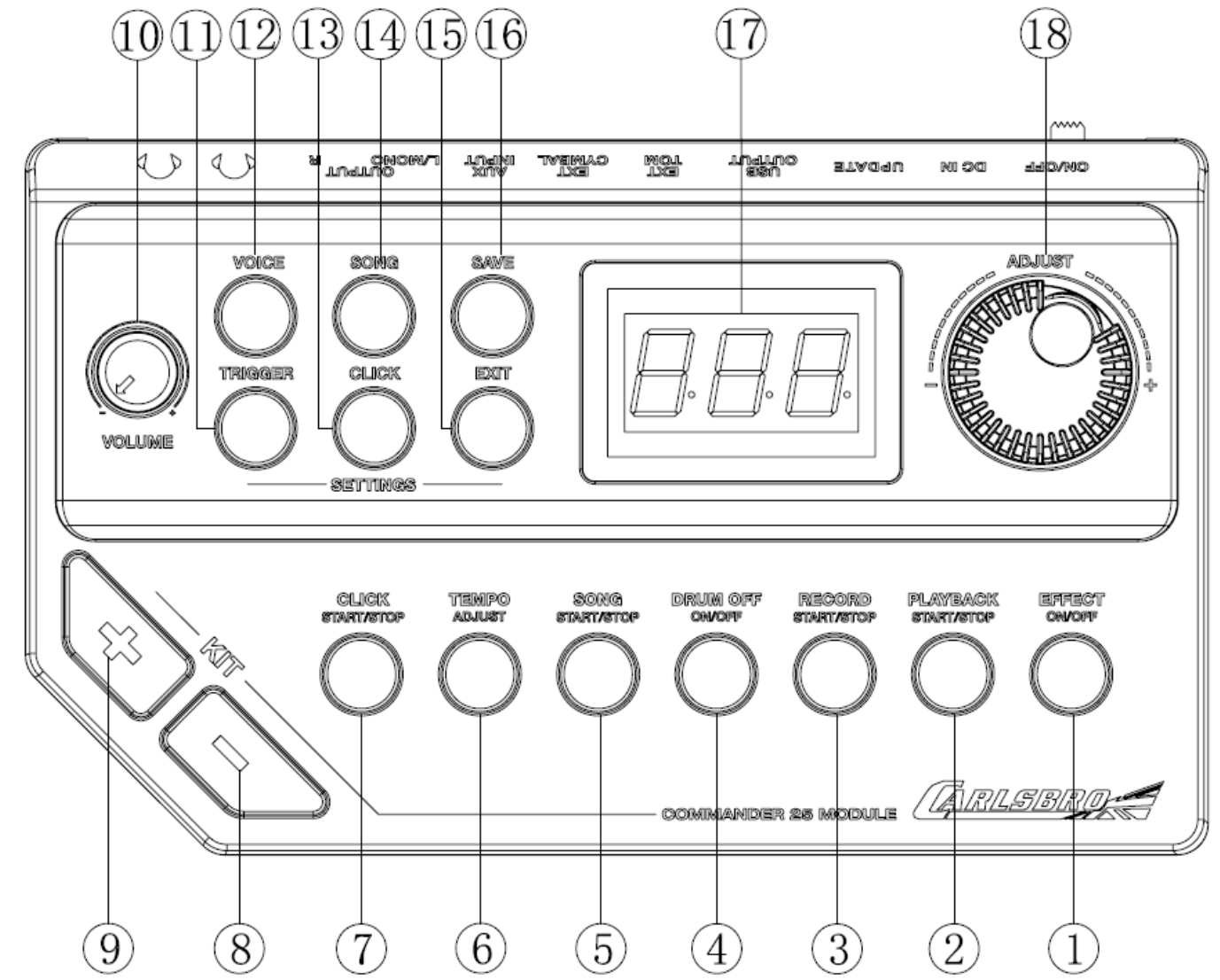
Hi-Hat control pedal

The Hi-Hat sound changes depending on the action of the foot controlled Hi-Hat pedal:

1. Strike the Hi-Hat cymbal pad without pressing on the pedal for OPEN Hi-Hat sound.
2. Strike the Hi-Hat cymbal pad with the pedal pressed almost fully down for HALF OPEN Hi-Hat sound.
3. Strike the Hi-Hat cymbal pad with the pedal fully pressed down for CLOSED Hi-Hat sound.
4. Press the Hi-Hat pedal without striking the Hi-Hat cymbal to create the PEDAL Hi-Hat sound.



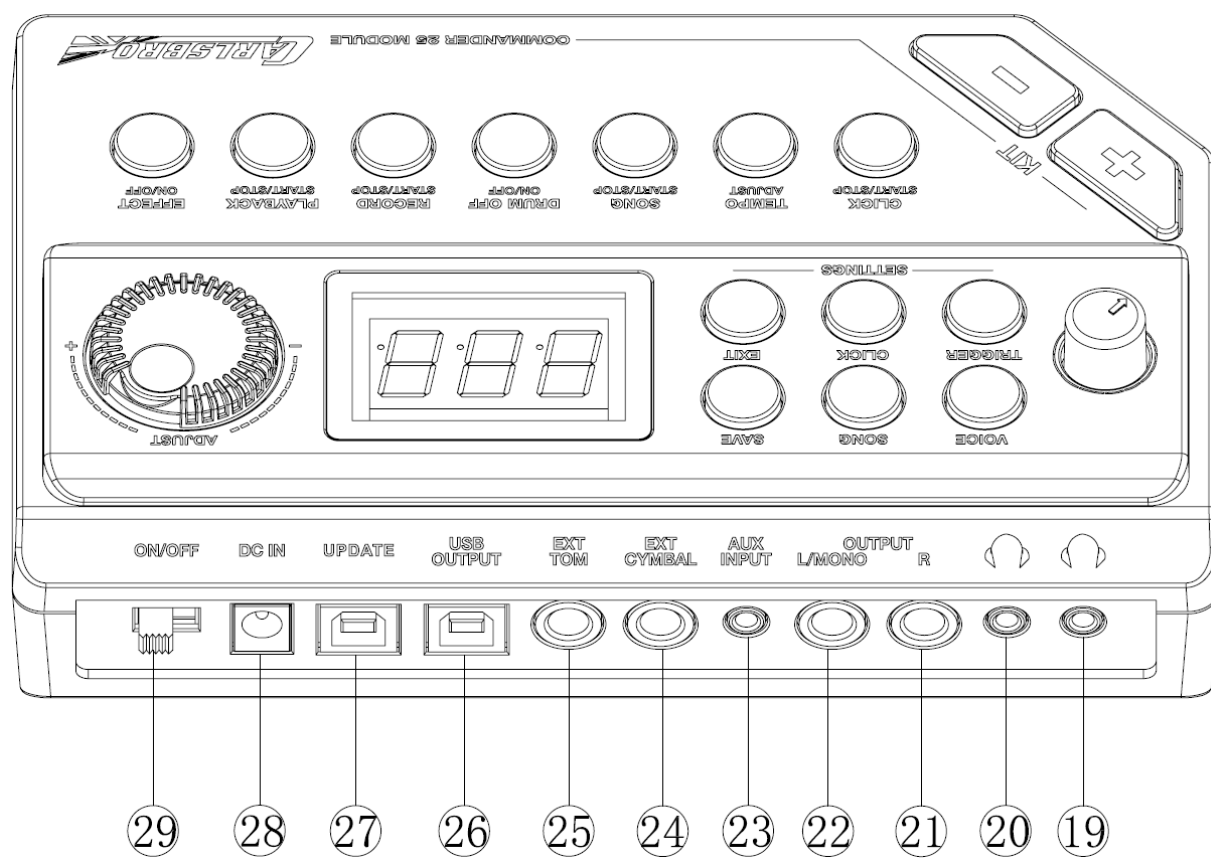
Commander 25 Sound module



| No. | Name | Description |
|-----|---------------------|---|
| ① | EFFECT ON/OFF | When illuminated, the Reverb effect is on. |
| ② | PLAYBACK START/STOP | Press this button once to select the file you wish to listen to, press again to play the selected file. |
| ③ | RECORD START/STOP | Press this button once to select which recording file to overwrite. Press again to start the recording. A third press will stop your recording. |
| ④ | DRUM ON/OFF | When illuminated, the drum backing track will be removed from the songs. |
| ⑤ | SONG START/STOP | Press this button once to start playing a demo song. Press again to stop the demo song |
| ⑥ | TEMPO | Quick tempo adjustment for songs and metronome (click) |
| ⑦ | CLICK START/STOP | Press this button once to start the metronome, press again to stop the metronome |
| ⑧ | KIT- | Change drum kit down |
| ⑨ | KIT+ | Change drum kit up |

| | | |
|---|---------|--|
| ⑩ | VOLUME | Main Output and Headphone master volume adjustment |
| ⑪ | TRIGGER | Enter into Trigger parameter settings |
| ⑫ | VOICE | Enter into Voice, User drum kit builder settings |
| ⑬ | CLICK | Enter into metronome settings |
| ⑭ | SONG | Enter into demo song settings |
| ⑮ | EXIT | Exit the current operation and return to kit selection |
| ⑯ | SAVE | Save current adjustments to settings |
| ⑰ | SCREEN | LED Screen |
| ⑱ | ADJUST | Adjustment wheel to adjust parameters |

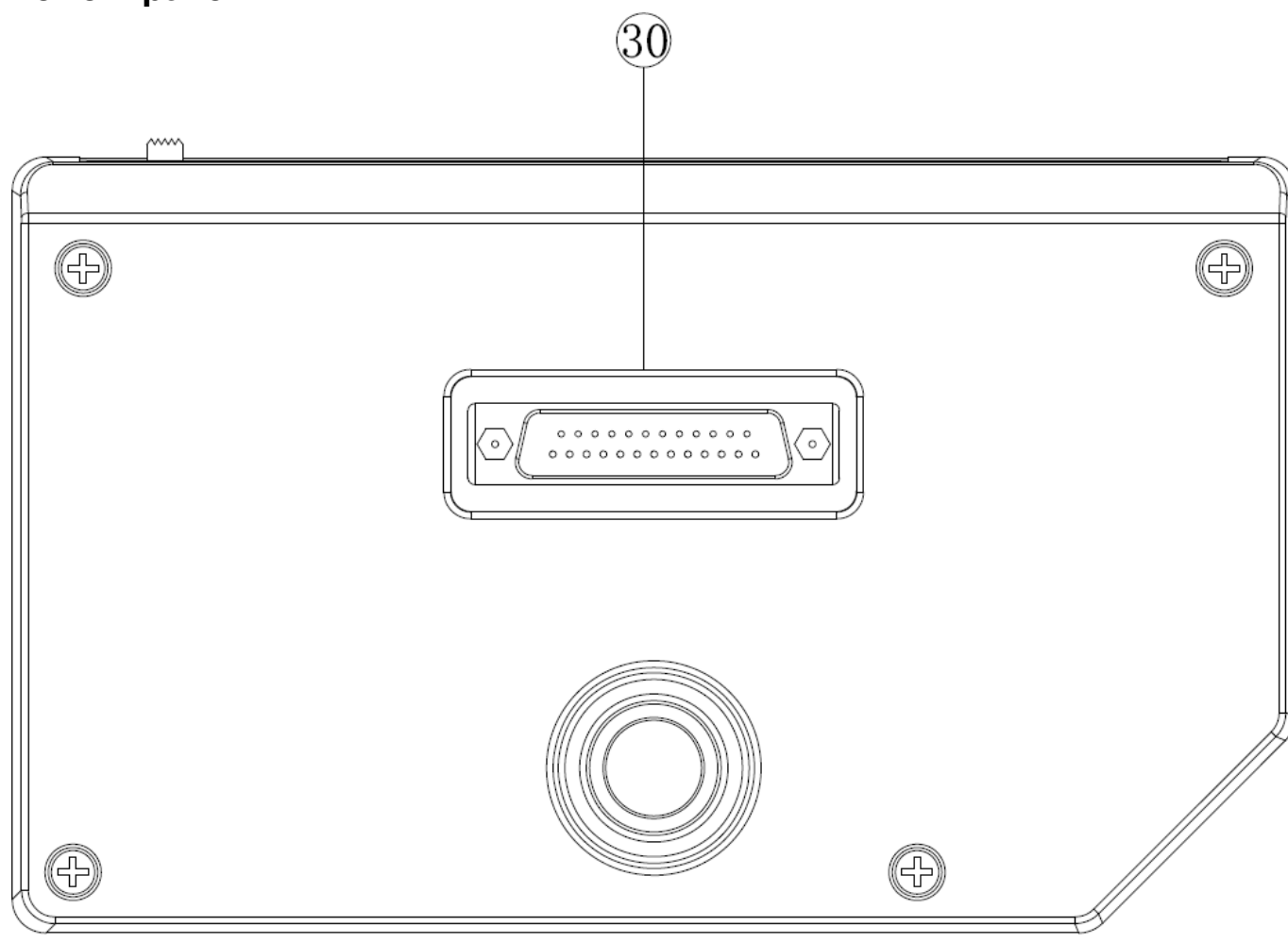
Rear panel



| No. | Name | Description |
|-----|----------------|---|
| ⑱⑲ | HEADPHONE | 2x Stereo headphone output (stereo socket) |
| ⑳ | R OUTPUT | Right channel of main stereo audio output (mono socket) |
| ㉑ | L(MONO) OUTPUT | Left channel of main stereo output (mono socket) |

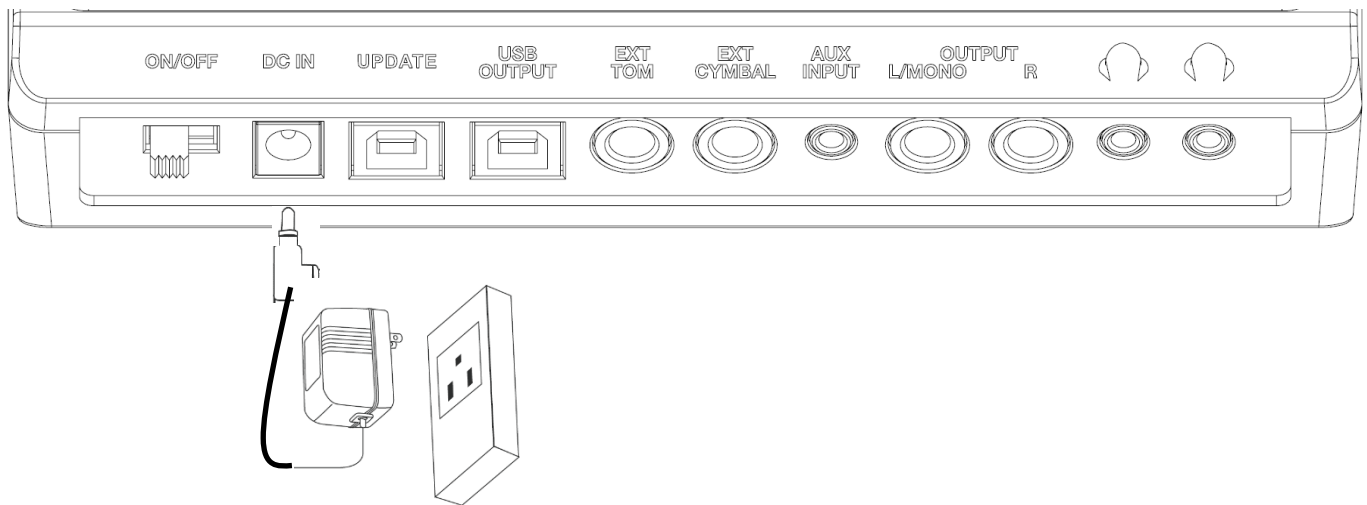
| | | |
|----|------------|--|
| ②③ | AUX IN | For connecting an audio device (computer/phone/mp3 player) for music and audio playback. |
| ②④ | EXT CYMBAL | Connect to CRASH 2 cymbal pad (cable included) |
| ②⑤ | EXT TOM | Connect to TOM4 extension pack (sold separately) |
| ②⑥ | USB OUTPUT | Connect to computer for MIDI and Audio data transfer |
| ②⑦ | UPDATE | Connect to computer for software upgrades and updates |
| ②⑧ | DC IN | Power adaptor port: 12V 1A |
| ②⑨ | ON/OFF | Power switch |

Bottom panel



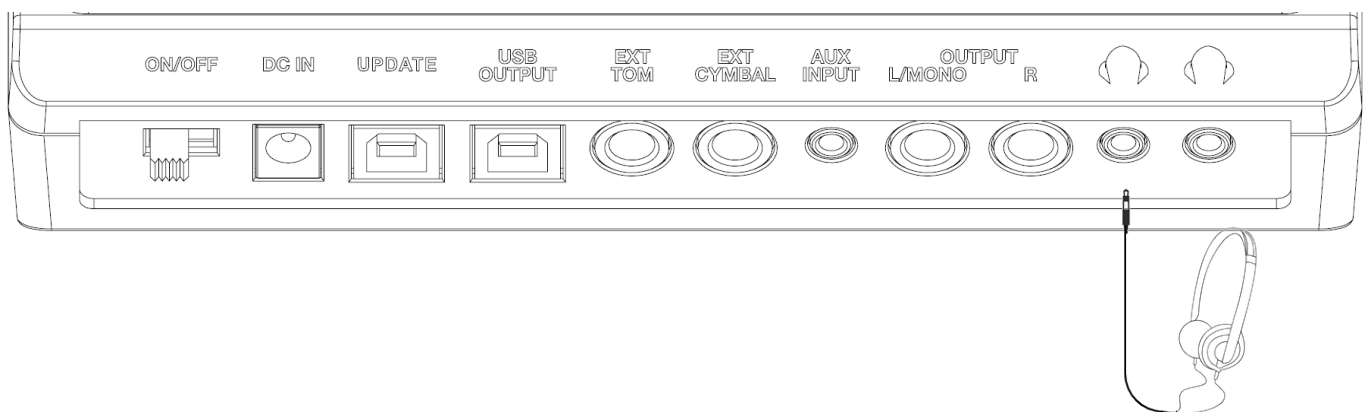
| No. | Name | Description |
|-----|---------------|------------------------|
| ③① | TRIGGER INPUT | Drum signal input port |

Connect to mains power



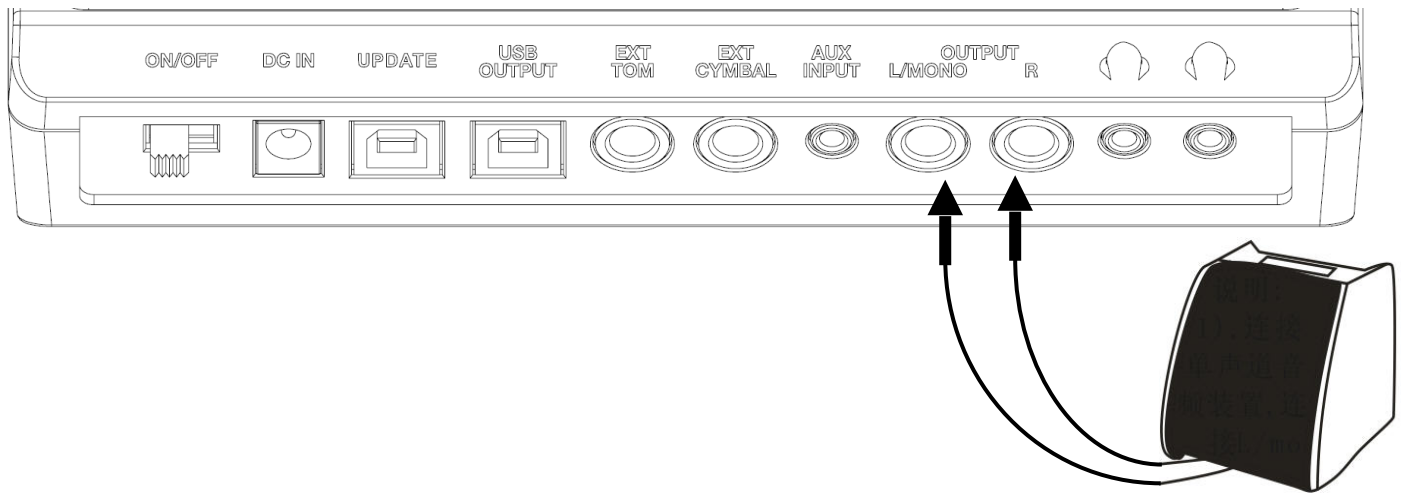
1. Check your AC Adaptor is correct for your countries mains voltage and socket type.
2. Make sure the drum pads, cymbals and pedals are connected correctly.
3. Turn the VOLUME control to minimum.
4. Slide the power switch on the rear panel to the ON position.

Connect to headphones



Connect your headphones to one of the two 3.5mm (1/8") stereo headphone sockets, both sockets can be used simultaneously to hear the sound from the module. The headphone volume is controlled by the VOLUME control.

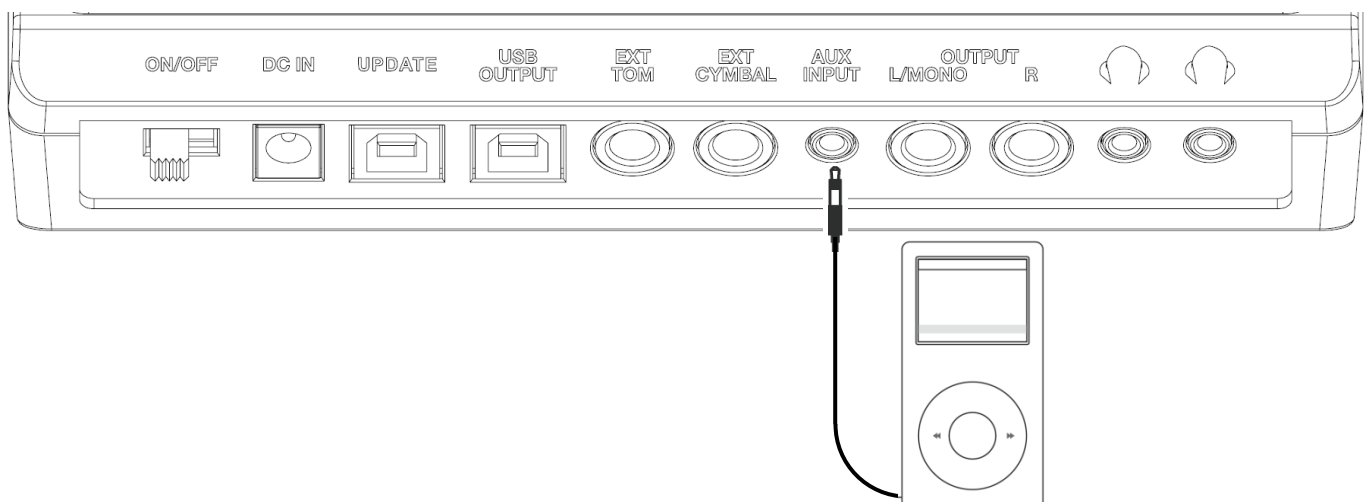
Connect to amplifier or sound system



1. Make sure the volume on the sound module and audio system or amplifier are turned down.
2. Connect two mono 6.35mm (1/4") instrument cables to the Left and Right output sockets.
3. Connect the opposite ends of these cables to your audio system or amplifier inputs.
4. If your amplifier or sound system only has one input, you can use one mono 6.35mm (1/4") instrument cable from the L/MONO socket, however you will not get the full effect and quality of the drums.
5. Volume is controlled by the VOLUME control on the sound module and also the volume control for your system or amplifier.
6. For best quality and ease, turn the module volume to full and adjust your amplifier volume to your preference.

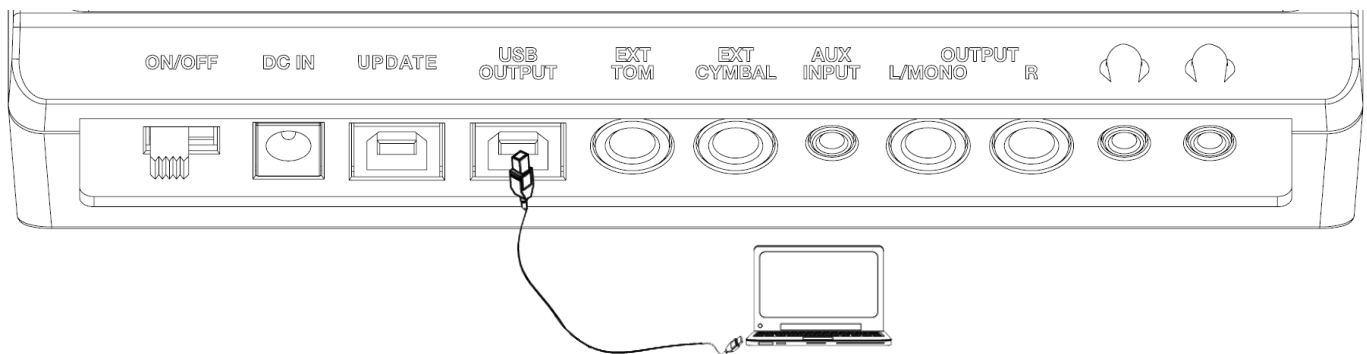
*note: It is advised to use an electronic drum amplifier to get the best possible sound. The CSD35M has been designed to work perfectly with the Carlsbro EDA series of drum amplifiers. Contact your Local Carlsbro retailer or distributor for further information and availability on these products.

Connect to audio playback device



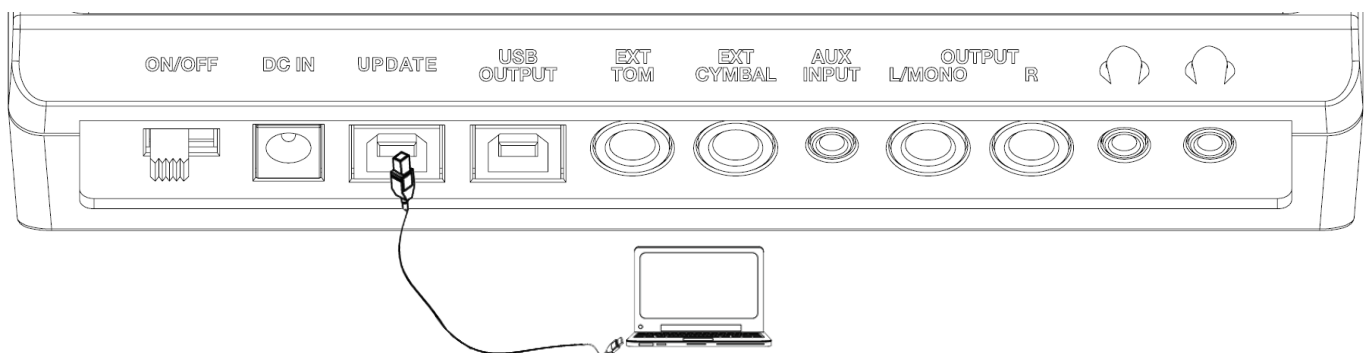
Connect the output of your audio device to the AUX INPUT 3.5mm (1/8") stereo connector. The volume should be adjusted on the audio device so the input signal can be mixed with the volume of the drums.

Connect to computer for MIDI and audio data transfer



1. Make sure the module is switched off
2. Connect the USB output to your computer with a USB A to USB B cable (not included)
3. Load your desired music software and switch the module on.
4. Your software should automatically prompt you to use device USB AUDIO.
5. The sound module can be used as a MIDI input device or an Audio input device, you can select this in your computer software preference settings.
6. Reference MIDI SETTINGS later in this guide for further information.

Connect to PC for software update



1. Make sure the module is switched off
2. Connect the UPDATE socket to your PC with a USB A to USB B cable (not included)
3. Switch the sound module on.
4. Press and hold the SAVE button for 5 seconds, the module buttons will all light up and the module screen will go blank.
5. Your computer will now identify the sound module as a device drive.

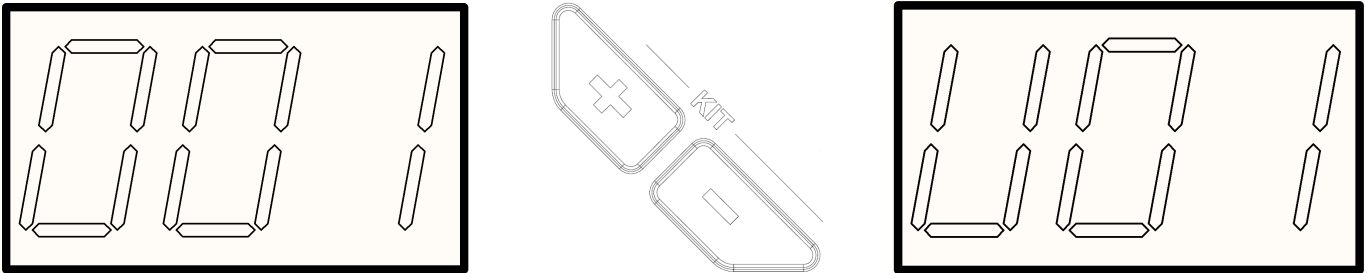


6. Download the software update from carlsbro.com/support .
 7. Update files are identified as “25M_B_35M_T**.bin” (T** = software version number).
 8. Copy the .bin file and paste it to the device drive folder.
- *Do not rename or alter this file in anyway.
9. The update will begin.
 10. Do not turn off the Sound module or power supply during the update process.
 11. If the update is successful, the module will automatically return to its normal state and the device will automatically unmount from the computer.
 12. You can now remove the USB cable.
 13. If for any reason the module does not return to its normal state, press the EXIT button to return to the module home screen.

Basic operation

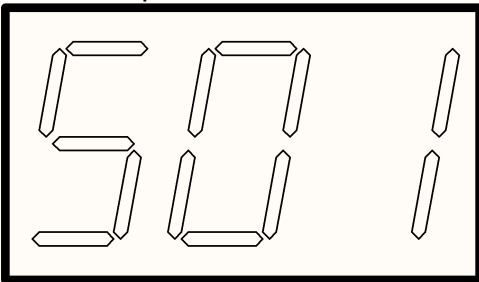
Selecting a drum kit

The Commander 25 has 22 preset drum kits: 001-022 and 10 user defined drum kits: U01-U10. Press the KIT- or KIT+ buttons to quickly change drum kit, the LED display shows the currently selected drum kit. You can also use the Adjust wheel to quickly cycle through kits.



Playing songs

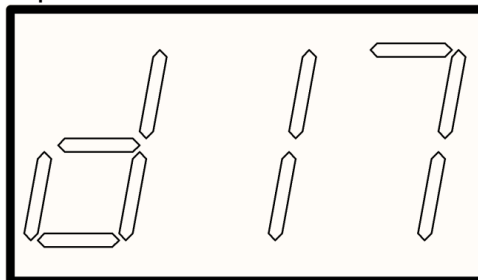
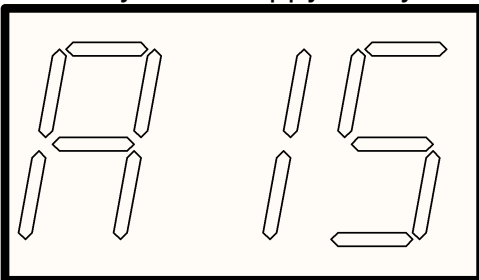
1. Press the SONG START/STOP button to start the DEMO SONG, press the button again to stop the song.
2. The screen displays the song number you are currently listening to.
3. Use the adjust wheel to scroll through the songs and the SONG START/STOP button to start and stop.



Adjusting songs

Press the SONG button to enter the SONG settings. Here you can adjust the volume of the song A?? and the volume of the drums in the song d??.

1. Press the SONG button once to change the volume of the song with the adjustment wheel a??.
2. Press the SONG button again to select the volume of the drum track with the adjustment wheel d??.
3. Once you are happy with your levels press the save button TWICE to store these settings.



Removing the drum backing from songs (DRUM OFF)

The Commander 25 allows you to quickly remove the drum sounds from the built in songs, to allow you to play along. To do so, press the DRUM OFF button. When this button is lit, the drums will be removed from the backing track.

Adjust the tempo of song tracks and metronome

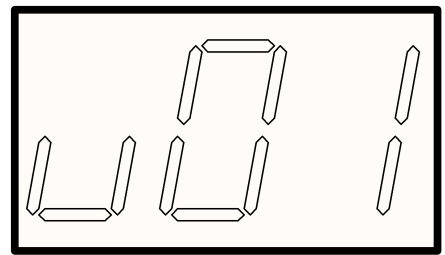
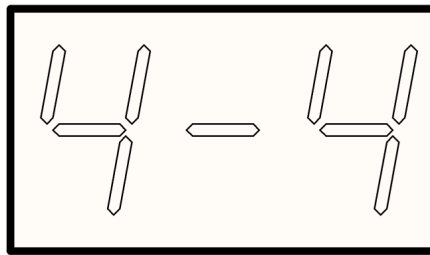
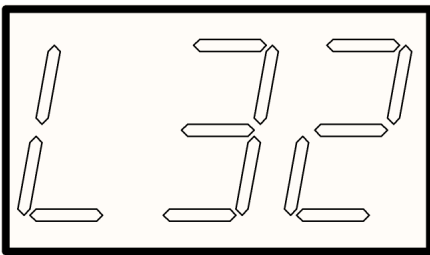
Press the TEMPO ADJUST button, the screen will show the current BPM. Use the adjustment wheel to quickly adjust the speed of the song and click to your desired BPM.

Using the metronome

Press the CLICK START/STOP button, The metronome will start, you will hear a click and also see the CLICK START/STOP button flash to indicate the timing. A red light indicates the first beat of the bar and green lights show the following beats.

Press the CLICK settings button to scroll through the metronome settings:

1. The screen will show L?? Use the adjustment wheel here to select the volume of the metronome 0-32.
2. Press the CLICK button again and the screen will show ?-?. Use the adjustment wheel to now select the time signature of the metronome.
1/2、 2/2、 3/2、 4/2、 5/2、 6/2、 7/2、 8/2、 9/2、 1/4、 2/4、 3/4、 4/4、 5/4、 6/4、 7/4、 8/4、 9/4、 1/8、 2/8、 3/8、 4/8、 5/8、 6/8、 7/8、 8/8、 9/8
3. Press the CLICK button a third time and the screen will show u0?. Use the adjustment wheel to select the metronome voice u01 (electronic metronome 1), u02 (traditional metronome), u03 (Electronic metronome 2), u04 (counting voice).



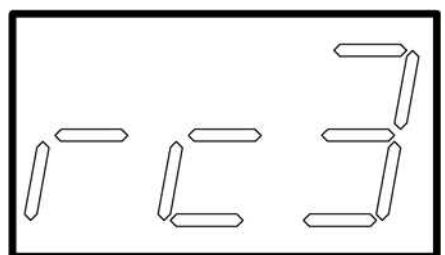
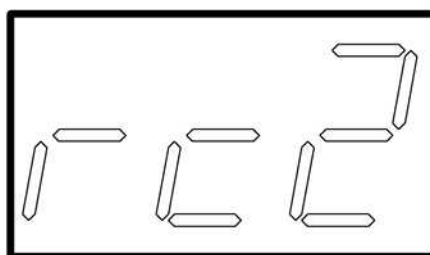
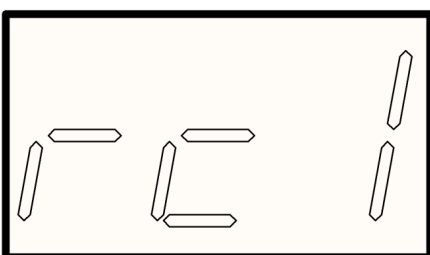
Recording

The Commander 25 has a built in recording function, to allow you to quickly record and save your drum beats and musical ideas. The built in recorder allows you to save 3 separate recordings

1. Press the RECORD START/STOP button, the screen will flash rc?
2. Use the Adjustment wheel to select which recording slot to record to: rc1, rc2, rc3
3. Press the RECORD START/STOP button to confirm your selection and start your recording. The actual recording will start when you strike the first pad, so there is no need to rush.
4. When you have finished your performance, Press the RECORD START/STOP button to stop the recording.
5. The recording is now automatically saved to your selected recording slot rc1, rc2, rc3.
6. The screen will flash again to allow you to rerecord over your current recording or use the adjustment wheel to select another recording slot to record to.

Listening to your recordings

1. Press the PLAYBACK button to enter the playback menu, the screen will flash with rc?
2. Use the Adjustment wheel to select which recording slot to listen to: rc1, rc2, rc3
3. Press PLAYBACK button to confirm your selection and your recording will now begin to play.
4. Press PLAYBACK button at anytime to stop the playback and return to the playback menu.
5. When playback of your recording finishes you will automatically return to the playback menu.



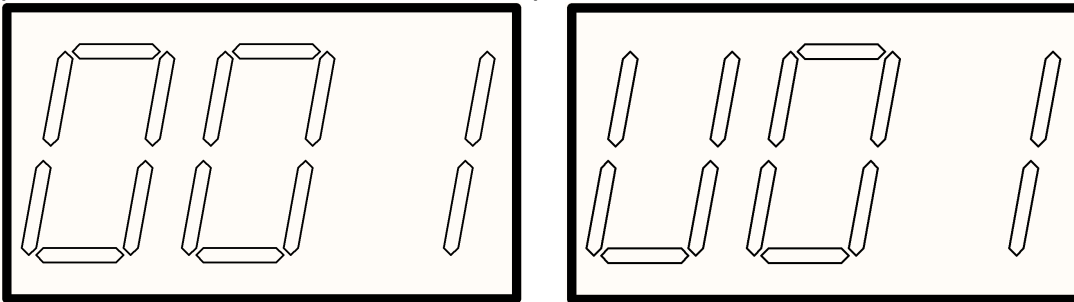
Building your own drum kits

The Commander 25 has 10 User defined drum kit slots, you can choose the sounds that you hear on each and every pad, to create your own personalised selection of drum kits. Pick from any of the 320 drum and percussion sounds, select which pad to add the sound to. Adjust the volume, tuning, stereo balance, reverb amount and also MIDI note of every pad and zone.

Basic adjustment

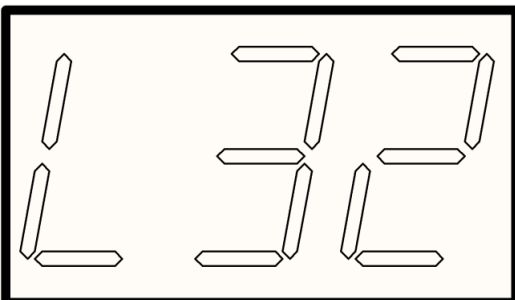
1. Press the VOICE button to enter into the drum kit designer mode. The VOICE button will remain lit whilst in this menu. The first screen shows you the voice number for the last pad that was played 001-320.
2. Strike a pad you wish to begin with. The screen will show you the voice number for this pad.
3. Use the adjustment wheel to change the voice of this pad. A full list of voices and corresponding numbers can be found towards the end of this manual.
4. Strike the pad again to hear the new sound.
5. Once you have found the sound you like you can now save your adjustment to one of the 10 User kits.
6. Press the SAVE button and the screen will flash U01, use the adjustment wheel to select which kit you would like to save to U01-U10.
7. When you have selected the kit you wish to save to, press the SAVE button again to confirm your selection and permanently save your kit.

*note: Be careful not to strike any other pads or pedals whilst making your adjustments, as the parameters will then move on to that pad.

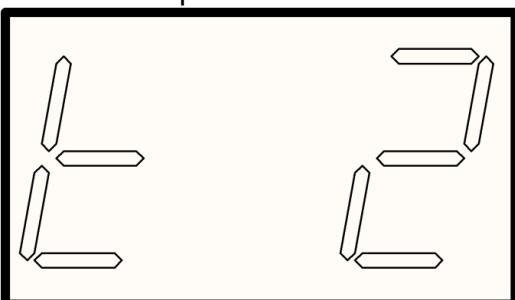


Advanced drum kit building

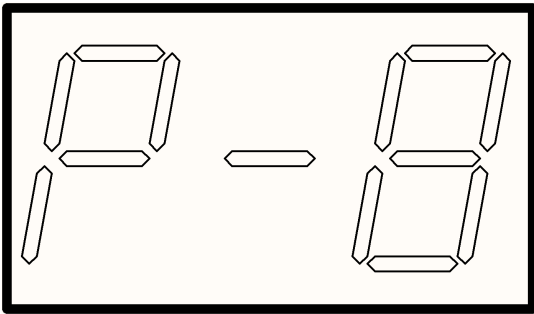
1. Whilst in the VOICE menu press the VOICE button again to adjust the voice volume for this pad L00-L32



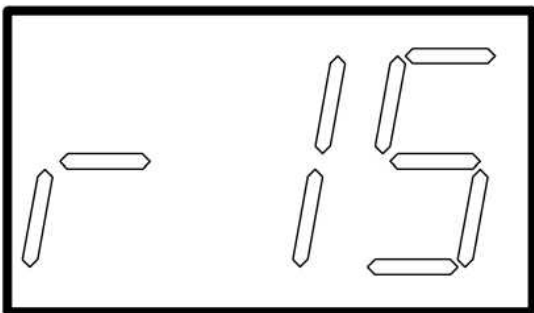
2. Press the VOICE button again to adjust the pitch tuning of the voice for this pad T-5-T+5. 0 has no tuning change to the voice, increase the number to make the pitch higher, reduce the number to make the pitch lower.



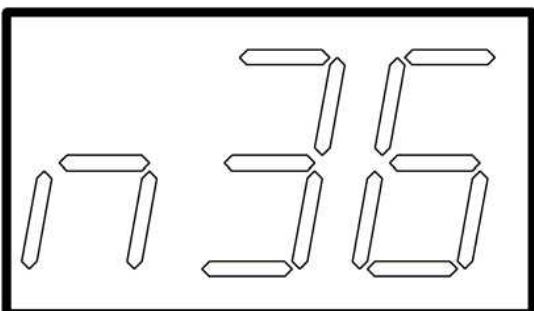
3. Press the VOICE button again to adjust the stereo panning of the voice P-8-P+8. 0 is the central position, negative values shift the voice to the left side of the stereo field, Positive numbers shift the voice to the right of the stereo field.



4. Press the VOICE button again to adjust the reverb amount of the voice r00-r32. 0 is no reverb applied. The higher the number the more reverb effect that is added to the voice.



5. Press the VOICE button again to adjust the MIDI Note for this pad or zone. The preset values are set to work with most controller and tuition software, so this value should not need to be adjusted, Unless you are using specific software or hardware applications that may require different notes to trigger different sounds.

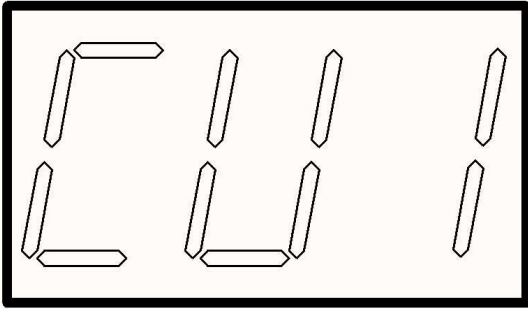


6. When you are happy with your adjustments, remember to save your creations to a user kit of your choice. It is advised to save your settings often whilst making adjustments, Just press the SAVE button, select the user kit number you wish to store your kit to, using the adjustment wheel, and press SAVE again to confirm your selection.

Trigger settings

The Commander 25 has adjustable settings for each pad trigger. The adjustments made here will affect how each individual pad reacts. These settings are navigated similarly to the VOICE settings above.

Pad Curve



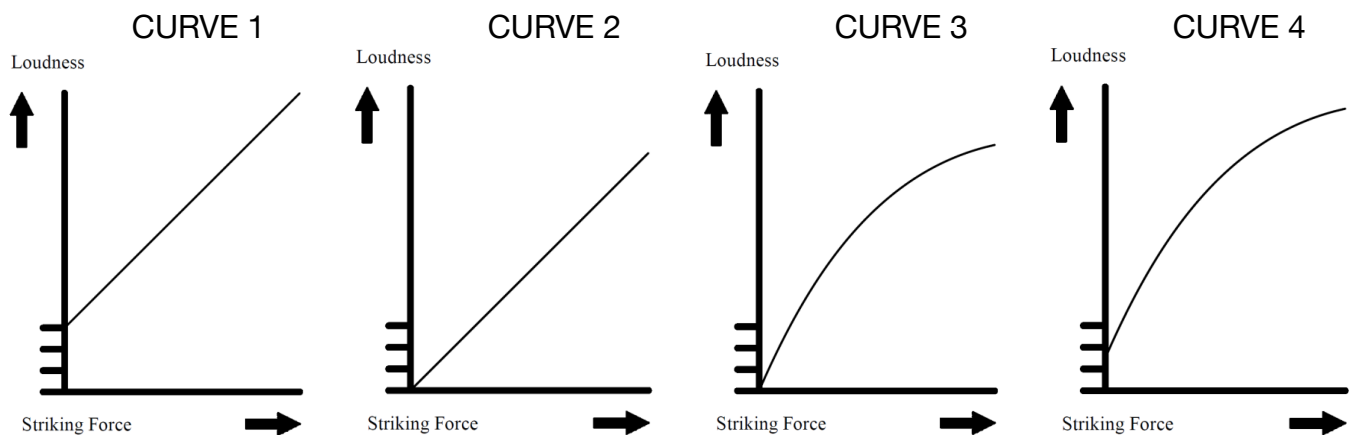
Press the TRIGGER button to enter trigger settings, the screen will first display pad curve CU? Pad curve adjusts the ratio between strike velocity (the strength of your strike) and voice volume. Strike the pad you wish to adjust, use adjustment wheel to select curve, press SAVE twice to store.

Curve 1. (Boosted) Lighter strikes will have increased volume.

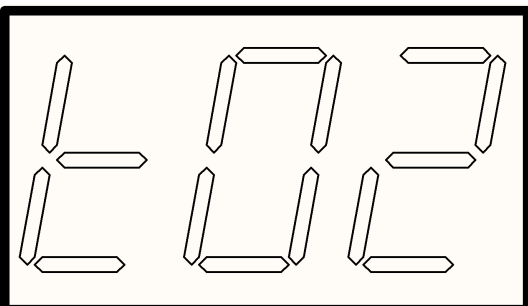
Curve 2. (Straight) Lighter strikes have low volume, heavy strikes have loud volume.

Curve 3. (Natural) Emulates acoustic drum feel, volume increases smoothly with your velocity.

Curve 4. (Boosted natural) Curve 3 with a slight low velocity volume boost.



Pad threshold



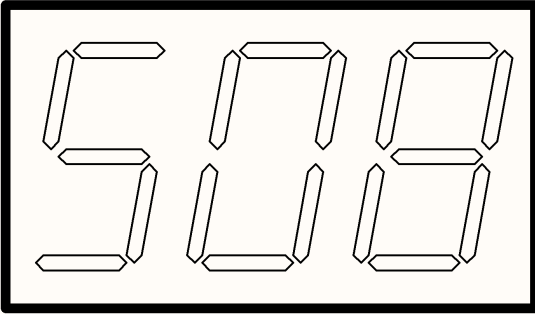
Press the TRIGGER button a second time to enter the threshold adjustment t??.

Threshold sets the level at which a strike can be heard. This value is important to reduce unwanted triggering from vibration from other pads and through the frame. The higher the threshold value the higher the velocity necessary to trigger the pad.

Strike the pad you wish to adjust, use the adjustment wheel to change the value and press SAVE TWICE to store your settings.

*note: If you can hear another pad triggering which you have not played, locate that pad, and increase the threshold value until the unwanted triggering disappears.

Pad sensitivity



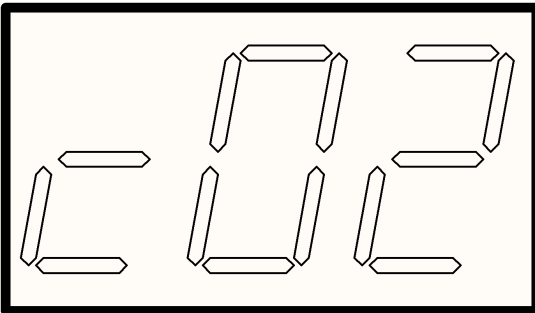
Press the TRIGGER button a third time to enter the sensitivity adjustment S??.

Higher sensitivity value allows the pad to produce a louder volume when played softer.

Lower sensitivity value allows the pad to produce a quieter volume when played harder.

Strike the pad you wish to adjust, use adjustment wheel to change value and press SAVE TWICE to store.

Pad crosstalk

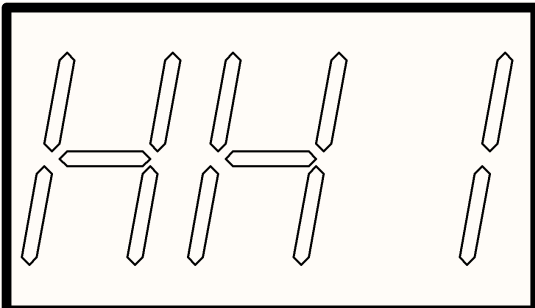


Press the TRIGGER button a fourth time to enter the crosstalk adjustment c??.

Similar to Threshold, the crosstalk adjustment works for pads that are located closely together, where close proximity can cause an adjacent pad to mis-trigger. This can be eliminated by setting a high crosstalk value to the mis-triggering pad.

*note: In most cases this value should not need to change from the factory preset. However if you do discover a crosstalk issue, the value should only be adjust 1-3 points, as small adjustments can make a large difference. You can also consider adjusting the location of the offending pads to create a larger gap between the pads.

Hi-Hat control type selection



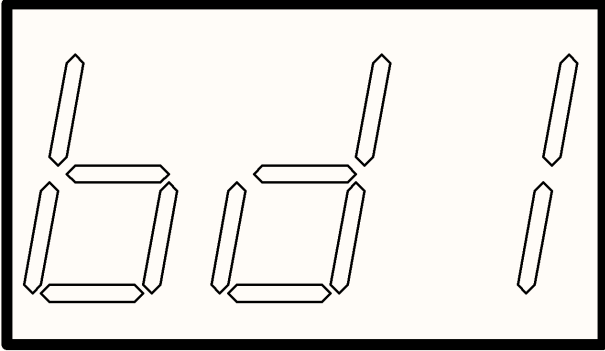
Press the TRIGGER button a fifth time to enter the HI-HAT control type selection HH?.

The CSD35M allows you to upgrade your Hi-Hat control to a hardware Hi-Hat stand (available separately).

HH1 - Included Hi-Hat control pedal.

HH2 - Open/Close hardware stand and stand mount HH CTRL.

Bass drum control type selection



Press the TRIGGER button a sixth time to enter the bass drum control type selection bd?.

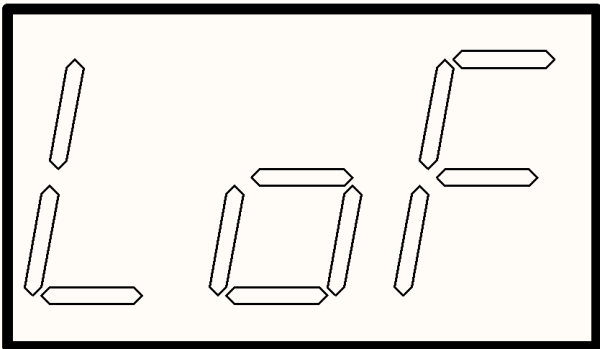
The Commander 25 allows you to change your Bass drum pad and beater to a noise reducing switch control pedal (available separately).

bd1 - Setting for kick switch control pedal.

bd2 - Setting for hardware 2" rubber floor bass pad.

bd3 - Setting for Included 8" mesh bass drum pad.

Local control

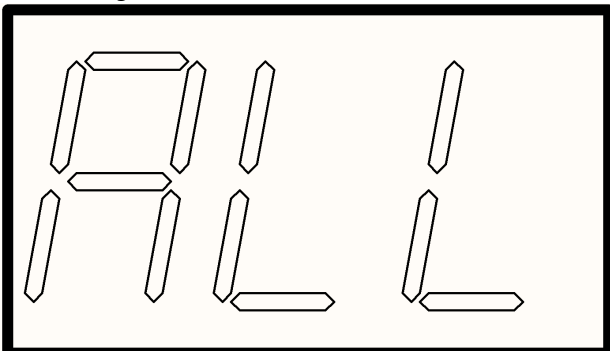


Press the TRIGGER button a seventh time to adjust the local MIDI control setting, used to control the connection between the trigger and the controller.

Lon: Default, the pads are connected with the module to send MIDI data to your MIDI source.

LoF: The sounds on the module are controlled by MIDI data from a MIDI source, and not by the pads.

Factory reset



Press and hold the SAVE and EXIT buttons together for 5 seconds.

The screen will display ALL.

Press the SAVE button to fully reset the module to its factory status.

OR

Press the KIT +/- buttons to reset an individual USER drum kit.

The Screen will show U01, use the adjustment wheel to select the kit you wish to reset.

Press the SAVE button to reset the selected USER drum kit to its factory status.

Expanding your CSD35M

The CSD35M allows for the following pads and upgrade packs to be added to your drum set:

Carlsbro TOM4 8" dual zone mesh tom pad with accessories: **CSDPK-T8MP**

Carlsbro upright mesh bass pad and tower stand: **CSDPK-MBP**

Carlsbro bass drum kick pedal with beater (used with CSDPK-MBP): **CSDPK-PDL1**

Carlsbro hardware open/close hi-hat with accessories: **CSDPK-OCHH2**

All above expansion packs include all the required hardware and accessories.

Contact your Local Carlsbro retailer or distributor for further information and availability.

MIDI settings

The Commander 25 is compatible with various MIDI software, hardware and also GM standard.

Connection for MIDI control and recording:

1. Connect the sound module USB output to a computer with a USB A to USB B cable (not included).
2. Software should automatically register the sound module as a USB MIDI input.
3. Select or create a MIDI track.
4. Select a software drum kit or instrument.
5. Set the track input as a USB MIDI device.
6. Play the pads to control your chosen software instrument.

Connection for tutorial software:

1. Connect the sound module USB output to a computer with a USB A to USB B cable (not included).
2. Software should automatically register the sound module as a USB MIDI input.
3. If needed, set the software input device as USB MIDI.
4. Play the pads to control your tutorial software.

If your software is unable to recognise certain pads, you can adjust the output MIDI notes for each pad to correspond with your software:

1. Press the VOICE button until you reach the MIDI note setting, n??
2. Strike the pad you need to adjust.
3. Use the adjustment wheel to select the required MIDI note for your software.
4. Press the SAVE button to save these settings as a USER DRUM KIT U??

CSD35M default MIDI notes

| TRIGGER | MIDI NOTE | TRIGGER | MIDI NOTE | TRIGGER | MIDI NOTE |
|---------------|-----------|--------------|-----------|----------|-----------|
| KICK | 36 | TOM3 | 43 | CRASH | 49 |
| SNARE RIM | 37 | HI-HAT PEDAL | 44 | TOM1 RIM | 50 |
| SNARE | 38 | TOM2 | 45 | RIDE | 51 |
| TOM4 RIM | 39 | HI-HAT OPEN | 46 | CRASH2 | 57 |
| TOM4 | 41 | TOM2 RIM | 47 | TOM3 RIM | 58 |
| HI-HAT CLOSED | 42 | TOM1 | 48 | RIDE RIM | 59 |

Using the Commander 25 as a MIDI audio source

Connect with a computer via USB. A MIDI interface, keyboard or sequencer device also connected via this computer, can send MIDI data to the Module. The Module will receive a MIDI output signal from the computer, and replay the MIDI data with the sounds from the selected DRUM KIT 001-U10.

*note: Song playback data and metronome notes are not transferred via MIDI.

MIDI USB: USB2.0 interface. Compatible with most computer operating systems such as: Win10, Win7, Vista, Mac OSX, etc.

This device connects and transfers data via MIDI channel 10.

MIDI support and limitations are described in the MIDI list below:

MIDI list

| FUNCTION | TRANSMITTED | RECOGNISED | REMARKS |
|-------------------|---|---|---|
| B A S I C CHANNEL | 10 Ch 1-16 | 1-16 1-16 | |
| MODE | DEFAULT MESSAGES ALTERED | x x ***** | 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 o |
| AFTER TOUCH | KEY'S CH'S | x x | x x |
| PITCH BEND | | x | |
| CONTROL CHANGE | 0 x 1 x 5 x 6 x 7 x 10 x 11 x 64 x 65 x | x x x x x x x x x | o o o o o o o o o |
| | | | BANK SELECT MODULATION PORTAMENTO TIME DATA ENTRY VOLUME PAN EXPERSSION SUSTAIN PEDAL PORTAMENTO ON/OFF |

| | | | | | |
|------------------|---------------------|-------|---|-------|---|
| | | 66 | x | ○ | SOSTENUTO PEDAL |
| | | 67 | x | ○ | SOFT PEDAL |
| | | 80 | x | ○ | REVERB PROGRAM |
| | | 81 | x | ○ | CHORUS PROGRAM |
| | | 91 | x | ○ | REVERB LEVEL |
| | | 93 | x | ○ | CHORUS LEVEL |
| | | 120 | x | ○ | ALL SOUND OFF |
| | | 121 | x | ○ | RESET ALL CONTROLLERS CONTROLLERS |
| | | 123 | x | ○ | ALL NOTES OFF |
| TONE | | | ○ | ○ | |
| CHANGE | TRUE NUMBER | ***** | | 0-127 | |
| SYSTEM EXCLUSIVE | | | | ○ | |
| SYSTEM | : SONG POSITION | x | | x | |
| COMMON | : SONG SELECT | x | | x | |
| | : TUNE | x | | x | |
| SYSTEM | : CLOCK ON/OFF | ○ | | x | |
| REAL TIME | : COMMANDS | ○ | | x | START AND STOP ONLY |
| AUX | : LOCAL ON/ OFF | x | | x | |
| MESSAGE | : ALL NOTES OFF | x | | x | |
| | : ACTIVE SENSING | ○ | | x | |
| | : RESET | x | | x | |

Trouble shooting

| Problem | Reason or solution |
|--|---|
| No sound from headphones | <ol style="list-style-type: none"> 1. Make sure the volume control is set correctly and turn the volume control clockwise to its full position. 2. Check that the headphones are connected to one of the 3.5mm 1/8" headphone sockets without the use of any adaptors. 3. Test the headphones in another device to check that the headphones are working correctly. |
| No sound from amplifier or sound system | <ol style="list-style-type: none"> 1. Make sure the volume control is set correctly and turn the volume control clockwise to its full position. 2. Check that the cables are connected to the module L and R output sockets and the other end of the cables are connected to your amplifier or sound system inputs. Make sure the cables used are mono instrument cables, not speaker cables or TRS/Stereo cables. |
| No sound from a drum pad | <ol style="list-style-type: none"> 1. Check that the labelled cable is connected to the correct pad or pedal, reference Connecting Drum Pads. 2. Check that local setting is set to on 'Lon', reference Trigger Settings. 3. Check that the corresponding pad voice volume is not set to 0, 'L00'. reference Voice Settings. 4. Test the suspect pad or pedal with a similar pad or pedal cable, [Cymbals], [Mesh pads], [Pedals]. 5. Check the main loom connection on the underside of the sound module. Remove and refit making sure the locating screws are fully tightened this should be 4 full turns. |
| No sound from Bass Drum | Check bass drum trigger settings selection type (Bd?) matches your bass drum hardware. <i>Reference page 18</i> |
| No sound from Hi-Hat | Check Hi-Hat trigger settings selection type (HH?) matches your Hi-Hat hardware. <i>Reference page 17</i> |
| No sound on metronome | Check that metronome volume is not 0. <i>Reference page 13</i> |
| No sound on DEMO SONG | Check that song volume is not 0. <i>Reference page 12</i> |
| There is no signal to MIDI communication devices | <ol style="list-style-type: none"> 1. Check whether the USB cable used is connected to the USB OUTPUT socket and not the UPDATE socket. 2. Verify the computer software communication channel is set to channel 10. 3. Verify the software audio input and also individual MIDI track input is set to a USB MIDI input. 4. Test the USB cable in another device to check for damage. |
| Module unresponsive | <ol style="list-style-type: none"> 1. Press EXIT button. 2. Switch power off and back on. |
| Unable to resolve above | <ol style="list-style-type: none"> 1. Perform factory reset. 2. Check for software update. 3. Contact your place of purchase for further assistance. |

Sound module specifications

Polyphony: 64

Display: 3-segment numeric LED

Voice: 320 drum and percussion voices + 128 GM music tones

Drum Kits: 22 factory-shipped DRUM KITS + 10 user defined DRUM KITS

Sequencer:

3 Recording slots. Up to 1000 notes

20 Demo songs

Tempo function:

Tempo tones: 4

Tempo range: 30-250BPM

Time signatures: 1/2-9/8

Connection:

Headphone Output: Stereo 3.5mm (1/8") x2

AUX Input: Stereo 3.5mm (1/8")

Audio Output: Left (MONO) Output, Right Output mono 6.35mm (1/4")

Pad Sensors: (D-SUB 25P)

MIDI IN/OUT Data Interface: USB B

AUDIO Data Interface: USB B

USB Update Interface: USB B

Extension sockets: EXT CYMBAL (Crash2), EXT TOM (Tom4) 6.35mm (1/4") TRS Jack with 3 core cable.

*** The specification is subject to change without prior notice ***

Drum kit list

| No. | Name | No. | Name |
|-------|-----------|-------|------------|
| KIT01 | ROCK | KIT17 | BRUSH |
| KIT02 | FUNK/POP | KIT18 | ELE1 |
| KIT03 | JAZZ | KIT19 | ELE2 |
| KIT04 | LATIN | KIT20 | COUNTRY |
| KIT05 | DANCE | KIT21 | ORCH |
| KIT06 | POP1 | KIT22 | PERCUSSION |
| KIT07 | POP2 | KIT23 | USER01 |
| KIT08 | POP3 | KIT24 | USER02 |
| KIT09 | HARD ROCK | KIT25 | USER03 |
| KIT10 | METAL | KIT26 | USER04 |
| KIT11 | FUNK1 | KIT27 | USER05 |
| KIT12 | FUNK2 | KIT28 | USER06 |
| KIT13 | HIP-HOP | KIT29 | USER07 |
| KIT14 | FUSSION | KIT30 | USER08 |
| KIT15 | BLUES | KIT31 | USER09 |
| KIT16 | CUBAN | KIT32 | USER10 |

Voice list

| KICK | | SNARE | | HI-HAT | | TOM | | CYMBAL | | PERCUSSION | |
|------|--------|-------|---------|--------|-----------|-----|-------|--------|--------|------------|------------|
| 1 | KICK01 | 27 | SNARE01 | 72 | CLHIHAT01 | 143 | TOMH1 | 174 | CRSH01 | 223 | HI_Q |
| 2 | KICK02 | 28 | SNARE02 | 73 | CLHIHAT02 | 144 | TOMH2 | 175 | CRSH02 | 224 | SLAP |
| 3 | KICK03 | 29 | SNARE03 | 74 | CLHIHAT03 | 145 | TOMH3 | 176 | CRSH03 | 225 | SCRCH1 |
| 4 | KICK04 | 30 | SNARE04 | 75 | CLHIHAT04 | 146 | TOMH4 | 177 | CRSH04 | 226 | SCRCH2 |
| 5 | KICK05 | 31 | SNARE05 | 76 | CLHIHAT05 | 147 | TOMH5 | 178 | CRSH05 | 227 | STICK |
| 6 | KICK06 | 32 | SNARE06 | 77 | CLHIHAT06 | 148 | TOMH6 | 179 | CRSH06 | 228 | SQCLCK |
| 7 | KICK07 | 33 | SNARE07 | 78 | CLHIHAT07 | 149 | TOMH7 | 180 | CRSH07 | 229 | CLICK |
| 8 | KICK08 | 34 | SNARE08 | 79 | CLHIHAT08 | 150 | TOMM1 | 181 | CRSH08 | 230 | BELL |
| 9 | KICK09 | 35 | SNARE09 | 80 | CLHIHAT09 | 151 | TOMM2 | 182 | CRSH09 | 231 | CLAP1 |
| 10 | KICK10 | 36 | SNARE10 | 81 | CLHIHAT10 | 152 | TOMM3 | 183 | CRSH10 | 232 | CLAP2 |
| 11 | KICK11 | 37 | SNARE11 | 82 | CLHIHAT11 | 153 | TOMM4 | 184 | CRSH11 | 233 | CLAP3 |
| 12 | KICK12 | 38 | SNARE12 | 83 | CLHIHAT12 | 154 | TOMM5 | 185 | CRSH12 | 234 | TAMBRINE |
| 13 | KICK13 | 39 | SNARE13 | 84 | CLHIHAT13 | 155 | TOMM6 | 186 | CRSH13 | 235 | COWBELL1 |
| 14 | KICK14 | 40 | SNARE14 | 85 | CLHIHAT14 | 156 | TOMM7 | 187 | CRSH14 | 236 | COWBELL2 |
| 15 | KICK15 | 41 | SNARE15 | 86 | CLHIHAT15 | 157 | TOMM8 | 188 | CRSH15 | 237 | COWBELL3 |
| 16 | KICK16 | 42 | SNARE16 | 87 | CLHIHAT16 | 158 | TOML1 | 189 | CRSH16 | 238 | COWBELL4 |
| 17 | KICK17 | 43 | SNARE17 | 88 | PDLHHT01 | 159 | TOML2 | 190 | CRSH17 | 239 | ECOWBELL1 |
| 18 | KICK18 | 44 | SNARE18 | 89 | PDLHHT02 | 160 | TOML3 | 191 | CRSH18 | 240 | ECOWBELL2 |
| 19 | KICK19 | 45 | SNARE19 | 90 | PDLHHT03 | 161 | TOML4 | 192 | CRSH19 | 241 | VSLAP |
| 20 | KICK20 | 46 | SNARE20 | 91 | PDLHHT04 | 162 | TOML5 | 193 | CRSH20 | 242 | HIBONGO |
| 21 | KICK21 | 47 | SNARE21 | 92 | PDLHHT05 | 163 | TOML6 | 194 | CRSH21 | 243 | LOBANGO |
| 22 | KICK22 | 48 | SNARE22 | 93 | PDLHHT06 | 164 | TOML7 | 195 | CRSH22 | 244 | MUTECONGA1 |
| 23 | KICK23 | 49 | SNARE23 | 94 | PDLHHT07 | 165 | TOML8 | 196 | CRSH23 | 245 | MUTECONGA2 |
| 24 | KICK24 | 50 | SNARE24 | 95 | PDLHHT08 | 166 | TOML9 | 197 | CRSH24 | 246 | HICONGA1 |
| 25 | KICK25 | 51 | SNARE25 | 96 | PDLHHT09 | 167 | TOME1 | 198 | CRSH25 | 247 | HICONGA2 |
| 26 | KICK26 | 52 | SNARE26 | 97 | PDLHHT10 | 168 | TOME2 | 199 | CRSH26 | 248 | LOCONGA1 |
| | | 53 | SNARE27 | 98 | PDLHHT11 | 169 | TOME3 | 200 | CRSH27 | 249 | LOCONGA2 |
| | | 54 | SNARE28 | 99 | PDLHHT12 | 170 | TOME4 | 201 | CRSH28 | 250 | HTIMBL1 |
| | | 55 | SNRIM1 | 100 | PDLHHT13 | 171 | TOME5 | 202 | RIDE1 | 251 | HTIMBL2 |
| | | 56 | SNRIM2 | 101 | PDLHHT14 | 172 | TOME6 | 203 | RIDE2 | 252 | LTIMBL1 |
| | | 57 | SNRIM3 | 102 | PDLHHT15 | 173 | TOME7 | 204 | RIDE3 | 253 | LTIMBL2 |
| | | 58 | SNRIM4 | 103 | PDLHHT16 | | | 205 | RIDE4 | 254 | HIAGOGO |
| | | 59 | SNRIM5 | 104 | OPNHHT01 | | | 206 | RIDE5 | 255 | LOAGOGO |
| | | 60 | SNRIM6 | 105 | OPNHHT02 | | | 207 | RIDE6 | 256 | CABASA |
| | | 61 | SNRIM7 | 106 | OPNHHT03 | | | 208 | RIDE7 | 257 | MARACS |
| | | 62 | SNRIM8 | 107 | OPNHHT04 | | | 209 | RIDE8 | 258 | WHISTLE_S |

| | | | | | | | | | | | |
|--|--|----|-------|-----|-----------|--|--|-----|----------|-----|-----------|
| | | 63 | ESNR1 | 108 | OPNHHT05 | | | 210 | RDBELL1 | 259 | WHISTLE_L |
| | | 64 | ESNR2 | 109 | OPNHHT06 | | | 211 | RDBELL2 | 260 | SGUIRO |
| | | 65 | ESNR3 | 110 | OPNHHT07 | | | 212 | RDBELL3 | 261 | GUIRO_S |
| | | 66 | ESNR4 | 111 | OPNHHT08 | | | 213 | RDBELL4 | 262 | GUIRO_L |
| | | 67 | ESNR5 | 112 | OPNHHT09 | | | 214 | RDBELL5 | 263 | CLAVES |
| | | 68 | ESNR6 | 113 | OPNHHT10 | | | 215 | RDBELL6 | 264 | WBLK_H |
| | | 69 | ESNR7 | 114 | OPNHHT11 | | | 216 | RDBELL7 | 265 | WBLK_L |
| | | 70 | ESNR8 | 115 | OPNHHT12 | | | 217 | ELCRASH1 | 266 | CUICA_M |
| | | 71 | ESNR9 | 116 | OPNHHT13 | | | 218 | ELCRASH2 | 267 | CUICA_O1 |
| | | | | 117 | OPNHHT14 | | | 219 | ELCRASH3 | 268 | CUICA_O2 |
| | | | | 118 | OPNHHT15 | | | 220 | ELCRASH4 | 269 | MTRIANGLE |
| | | | | 119 | OPNHHT16 | | | 221 | ELCRASH5 | 270 | OTRIANGLE |
| | | | | 120 | HOPNHHT01 | | | 222 | ELCRASH6 | 271 | SHAKER1 |
| | | | | 121 | HOPNHHT02 | | | | | 272 | SHAKER2 |
| | | | | 122 | HOPNHHT03 | | | | | 273 | JNGLBL |
| | | | | 123 | HOPNHHT04 | | | | | 274 | BLTREE |
| | | | | 124 | HOPNHHT05 | | | | | 275 | CSTNTS1 |
| | | | | 125 | HOPNHHT06 | | | | | 276 | CSTNTS2 |
| | | | | 126 | HOPNHHT07 | | | | | 277 | SURDO_M |
| | | | | 127 | HOPNHHT08 | | | | | 278 | SURDO_O |
| | | | | 128 | HOPNHHT09 | | | | | 279 | TLKNDML |
| | | | | 129 | LSHHT1 | | | | | 280 | TLKNDMH |
| | | | | 130 | LSHHT2 | | | | | 281 | TABLA1 |
| | | | | 131 | LSHHT3 | | | | | 282 | TABLA2 |
| | | | | 132 | LSHHT4 | | | | | 283 | SNAP |
| | | | | 133 | LSHHT5 | | | | | 284 | DJMB1 |
| | | | | 134 | LSHHT6 | | | | | 285 | DJMB2 |
| | | | | 135 | LSHHT7 | | | | | 286 | DJMB3 |
| | | | | 136 | ELCHHT1 | | | | | 287 | CAJON1 |
| | | | | 137 | ELCHHT2 | | | | | 288 | CAJON2 |
| | | | | 138 | ELCHHT3 | | | | | 289 | CAJON3 |
| | | | | 139 | ELCHHT4 | | | | | 290 | TMPNI1 |
| | | | | 140 | ELCHHT5 | | | | | 291 | TMPNI2 |
| | | | | 141 | ELCHHT6 | | | | | 292 | GONG_L |
| | | | | 142 | ELCHHT7 | | | | | 293 | ELCLKH |
| | | | | | | | | | | 294 | ELCLKL |
| | | | | | | | | | | 295 | TAIKO |
| | | | | | | | | | | 296 | BELL |

| | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|-----|--------|
| | | | | | | | | | | 297 | BAN |
| | | | | | | | | | | 298 | SIGU |
| | | | | | | | | | | 299 | DONG1 |
| | | | | | | | | | | 300 | DONG2 |
| | | | | | | | | | | 301 | GONG1 |
| | | | | | | | | | | 302 | PIATIH |
| | | | | | | | | | | 303 | HGONG1 |
| | | | | | | | | | | 304 | HGONG2 |
| | | | | | | | | | | 305 | GONG2 |
| | | | | | | | | | | 306 | GONG3 |
| | | | | | | | | | | 307 | PIATIM |
| | | | | | | | | | | 308 | ESCRCH |
| | | | | | | | | | | 309 | ECLK |
| | | | | | | | | | | 310 | CIRCLE |
| | | | | | | | | | | 311 | DOWN |
| | | | | | | | | | | 312 | VOCAL1 |
| | | | | | | | | | | 313 | VOCAL2 |
| | | | | | | | | | | 314 | VOCAL3 |
| | | | | | | | | | | 315 | VOCAL4 |
| | | | | | | | | | | 316 | VOCAL5 |
| | | | | | | | | | | 317 | VOCAL6 |
| | | | | | | | | | | 318 | VOCAL7 |
| | | | | | | | | | | 319 | VOCAL8 |
| | | | | | | | | | | 320 | VOCAL9 |

GM drum list

| Note No. | Standard name | Voice No. | Voice Name |
|----------|-----------------|-----------|------------|
| 27 – D#1 | High Q | 223 | High Q |
| 28 E1 | Slap | 224 | SLAP |
| 29 – F1 | Scratch Push | 225 | SCRCH1 |
| 30 – F#1 | Scratch Pull | 226 | SCRCH2 |
| 31 – G1 | Sticks | 227 | STICK |
| 32 – G#1 | Square Click | 228 | SQCLCK |
| 33 – A1 | Metronome Click | 229 | CLICK |
| 34 – A#1 | Metronome Bell | 230 | BELL |

| | | | |
|----------|--------------------|-----|------------|
| 35 – B1 | Acoustic Bass Drum | 1 | KICK01 |
| 36 – C2 | Bass Drum 1 | 6 | KICK06 |
| 37 – C#2 | Side Stick | 55 | SNRIM1 |
| 38 – D2 | Acoustic Snare | 49 | SNARE23 |
| 39 – D#2 | Hand Clap | 231 | CLAP1 |
| 40 – E2 | Electric Snare | 28 | SNARE02 |
| 41 – F2 | Low Floor Tom | 160 | TOML3 |
| 42 – F#2 | Closed Hi Hat | 72 | CLHIHAT01 |
| 43 – G2 | High Floor Tom | 160 | TOML3 |
| 44 – G#2 | Pedal Hi-Hat | 88 | PDLHHT01 |
| 45 – A2 | Low Tom | 151 | TOMM2 |
| 46 – A#2 | Open Hi-Hat | 104 | OPNHHT01 |
| 47 – B2 | Low-Mid Tom | 144 | TOMH2 |
| 48 – C3 | Hi-Mid Tom | 144 | TOMH2 |
| 49 – C#3 | Crash Cymbal 1 | 184 | CRSH11 |
| 50 – D3 | High Tom | 144 | TOMH2 |
| 51 – D#3 | Ride Cymbal 1 | 206 | RIDE5 |
| 52 – E3 | Chinese Cymbal | 193 | CRSH20 |
| 53 – F3 | Ride Bell | 213 | RDBELL4 |
| 54 – F#3 | Tambourine | 234 | TAMBRINE |
| 55 – G3 | Splash Cymbal | 191 | CRSH18 |
| 56 – G#3 | Cowbell | 235 | COWBELL1 |
| 57 – A3 | Crash Cymbal 2 | 185 | CRASH12 |
| 58 – A#3 | Vibraslap | 241 | VSLP1 |
| 59 – B3 | Ride Cymbal 2 | 209 | RIDE8 |
| 60 – C4 | Hi Bongo | 242 | HIBONGO |
| 61 – C#4 | Low Bongo | 243 | LOBANGO |
| 62 – D4 | Mute Hi Conga | 244 | MUTECONGA1 |
| 63 – D#4 | Open Hi Conga | 246 | HICONGA1 |
| 64 – E4 | Low Conga | 248 | LOCONGA1 |
| 65 – F4 | High Timbale | 250 | HTIMBL1 |
| 66 – F#4 | Low Timbale | 252 | LTIMBL1 |
| 67 – G4 | High Agogo | 254 | HIAGOGO |
| 68 – G#4 | Low Agogo | 255 | LOAGOGO |

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|----------|----------------|-----|-----------|
| 69 – A4 | Cabasa | 256 | CABASA |
| 70 – A#4 | Maracas | 257 | MARACS |
| 71 – B4 | Short Whistle | 258 | WHISTLE_S |
| 72 – C5 | Long Whistle | 259 | WHISTLE_L |
| 73 – C#5 | Short Guiro | 260 | SGUIRO |
| 74 – D5 | Long Guiro | 262 | GUIRO_L |
| 75 – D#5 | Claves | 263 | CLAVES |
| 76 – E5 | Hi Wood Block | 264 | WBLK_H |
| 77 – F5 | Low Wood Block | 265 | WBLK_L |
| 78 – F#5 | Mute Cuica | 266 | CUICA_M |
| 79 – G5 | Open Cuica | 267 | CUICA_O1 |
| 80 – G#5 | Mute Triangle | 269 | MTRIANGLE |
| 81 – A5 | Open Triangle | 270 | OTRIANGLE |
| 82 – A#5 | Shaker | 271 | SHAKER1 |
| 83 – B5 | Jingle Bell | 273 | JNGLBL |
| 84 – C6 | Bell Tree | 274 | BLTREE |
| 85 – C#6 | Castanets | 275 | CSTNTS1 |
| 86 – D6 | Mute Surdo | 277 | SURDO_M |
| 87 – D#6 | Open Surdo | 278 | SURDO_O |

Demo song list

| No. | Name | Meter | Tempo |
|---------|-----------|-------|-------|
| DEMO 01 | POP ROCK | 4/4 | 90 |
| DEMO 02 | FUNK | 4/4 | 110 |
| DEMO 03 | SHUFFLE | 4/4 | 117 |
| DEMO 04 | SHUFFLE | 4/4 | 128 |
| DEMO 05 | ROCKBLUES | 4/4 | 105 |
| DEMO 06 | ROCK | 2/4 | 120 |
| DEMO 07 | ROCK | 4/4 | 138 |
| DEMO 08 | DANCE | 2/4 | 140 |
| DEMO 09 | POP | 4/4 | 123 |
| DEMO 10 | POP | 4/4 | 100 |
| DEMO 11 | POP | 4/4 | 82 |
| DEMO 12 | POP | 4/4 | 159 |
| DEMO 13 | COUNTRY | 4/4 | 120 |
| DEMO 14 | COUNTRY | 4/4 | 108 |
| DEMO 15 | SWING | 4/4 | 140 |
| DEMO 16 | WALTZ | 3/4 | 180 |
| DEMO 17 | BOSSA | 4/4 | 120 |
| DEMO 18 | REGGAE | 4/4 | 110 |
| DEMO 19 | LATIN | 4/4 | 180 |
| DEMO 20 | FLAMINGO | 3/4 | 110 |

SERIAL NUMBER

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SCC Audio Ltd

Unit 11, Torc: MK, Chippenham Drive, Kingston,
Milton Keynes, MK10 OBZ, United Kingdom
Tel-+44(0)1908 281072

Web: www.carlsbro.com Email: info@carlsbro.com