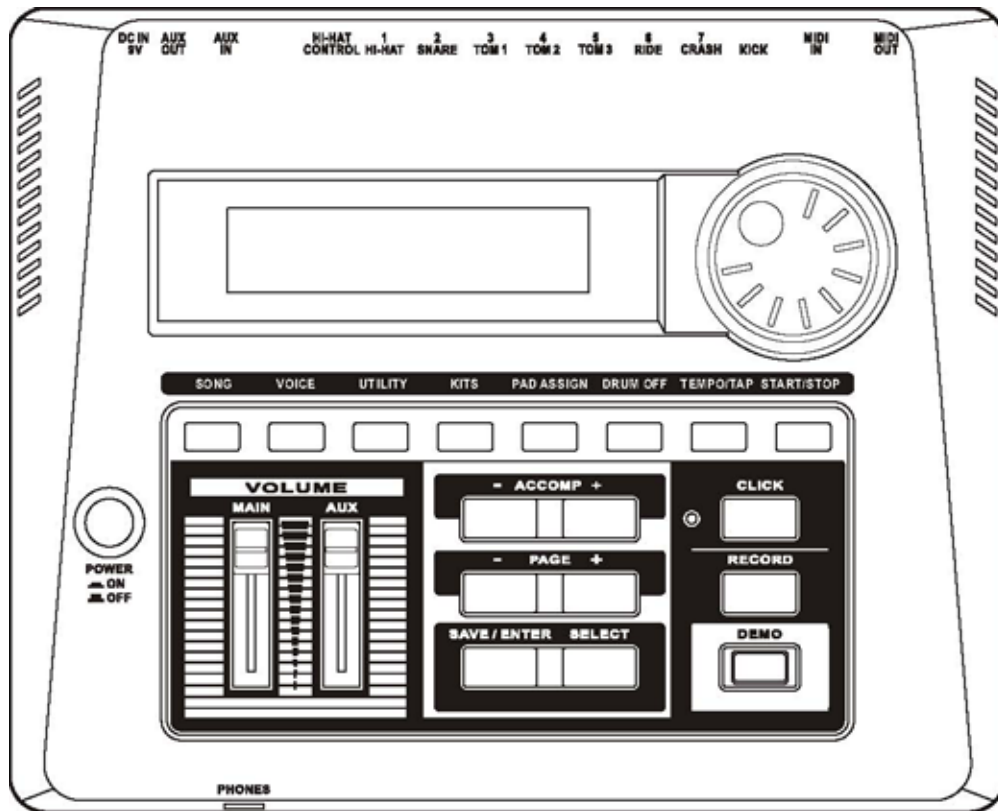Instruction Manual

Astro-AXS580DS

Congratulations!

We at Astro Drums would like to congratulate you on the purchase of the Astro AXE580DS Electronic drum kit. The included module, the AXE800DM, is designed to allow you to easily configure and tune your new Electronic Drum Kit the way you would your acoustic kit.

We strongly encourage you to read the entire manual before you proceed beyond the plug and play stages. There are helpful hits and tips that can improve the over all performance and sound of the AXE800DM. Good Luck and again thank you for choosing the AXE580DS.

Taking Care or Your Digital Drum Set

Your digital drum set will give you years of playing if you follow these basic steps below:

Location

Do not expose the unit to the following conditions to avoid deformation, discoloration, or more serious damage.
● Direct sunlight.
● High temperature (near a heat source, or in a car during the day time). Excessive humidity.
● Excessive dust.
● Strong vibration.

Power Supply

● Turn the power switch OFF when the AXE580DS not in use.
● If an AC adaptor is used, it 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 electric storms.
● Avoid plugging the AC adaptor into the same AC outlet as an appliance with high power consumption, such as electric heaters or an oven. Also avoid using multi-plug adaptors since these can result in slower performance, operation errors, and possibly damage.

Turn Power OFF When Making Connections

● To avoid damaging to the AXE800DM and other devices that may be connected to it, turn OFF power switches of all related devices prior to connecting or disconnecting cables.

Handling and Transport

● Never apply excessive force to the controls, connectors or other parts of the AXE800DM.
● Always unplug cables by gripping the plug firmly, but not pulling on the cable.
● Disconnect all cables before moving the as AXE580DS.

● Physical shocks caused by dropping, bumping, or placing heavy objects on the AXE800DM can result in scratches and more serious damage.

Cleaning

● Clean the cabinet and panel with a dry soft cloth. A slightly damp cloth may be used to remove stubborn grime and dirt. Never use cleaners such as alcohol or thinner. Avoid placing vinyl objects on top of the unit (vinyl can stick to and discolor the surface).
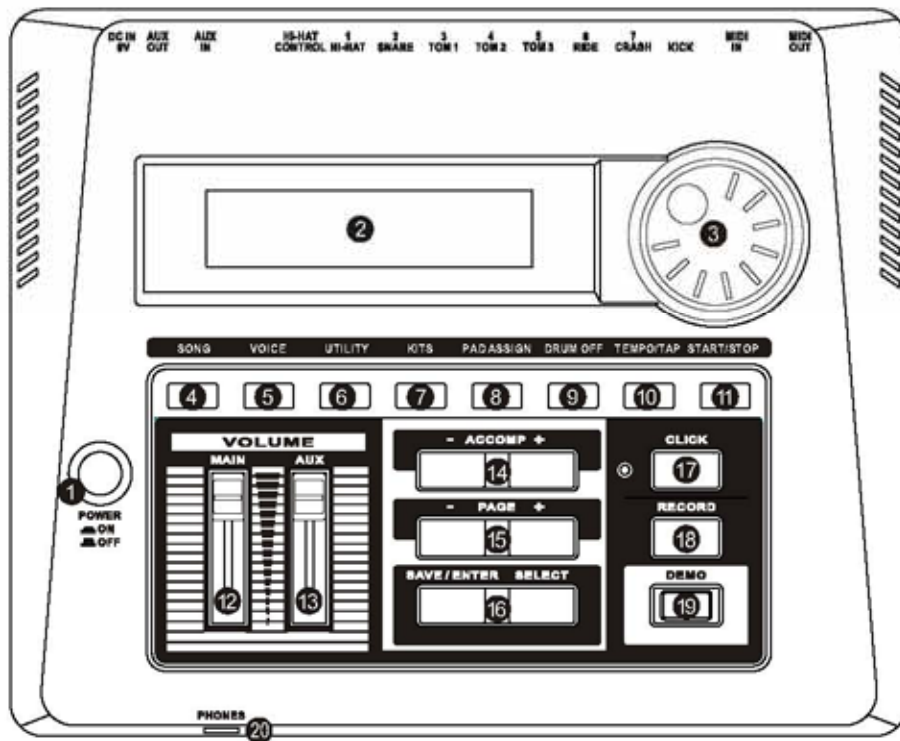
Electrical Interference

● The AXE800DM contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the AXE800DM further away from the affected equipment.

Contents

Controls

Front Panel

1 POWER SWITCH	**8** PAD ASSIGN	**15** PAGE +/-
2 LCD DISPLAY	**9** DRUM OFF	**16** SAVE/ENTER/
3 DATA DIAL	**10** TEMPO/TAP	SELECT
4 SONG	**11** SRART/STOP	**17** CLICK
5 VOICE	**12** MAIN VOLUME	**18** RECORD
6 UTILITY	**13** AUX VOLUME	**19** DEMO
7 KITS	**14** ACCOMP +/-	**20** PHONES JACK

Rear Panel
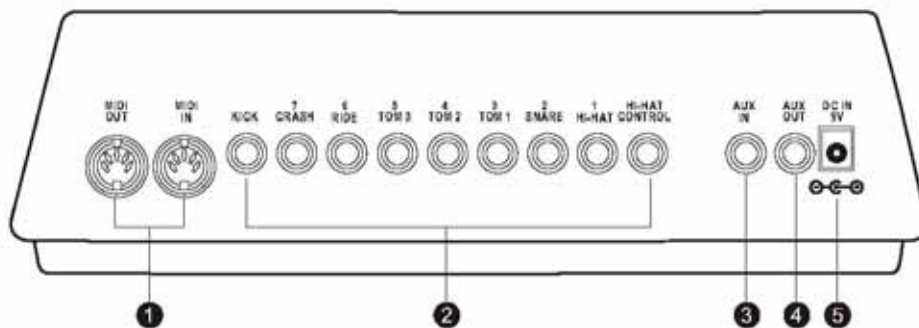
1 MIDI IN/OUT JACK	**3** AUX IN JACK	**5** MIDI IN/OUT JACK
2 TRIGGER INPUT	**4** AUX OUT JACK	**2** TRIGGER INPUT

Setting Up

TO CRASH

TO TOM 1

TO TOM 2

TO HI-HAT

TO RIDE

TO KICK

TO SNARE

TO TOM 3

TO HI-HAT CONTROL

BASS PEDAL AVAILABLE SEPARATELY

MIDI OUT	MIDI IN	KICK	7 CRASH	6 RIDE	5 TOM 3	4 TOM 2	3 TOM 1	2 SNARE	1 HI-HAT CONTROL	AUX IN	AUX OUT	DC IN 9V

Setting Up

● Connecting a MIDI Device

Data in the drum brain can be accessed by any midi devise for storage, recording, and playback. Below you will find the instructions for the connection of your AXE800DM to an external midi device.

● Transmit MIDI Data

Use a MIDI cable to connect the MIDI OUT jack on the drum brain with the MIDI IN jack on the external MIDI device.
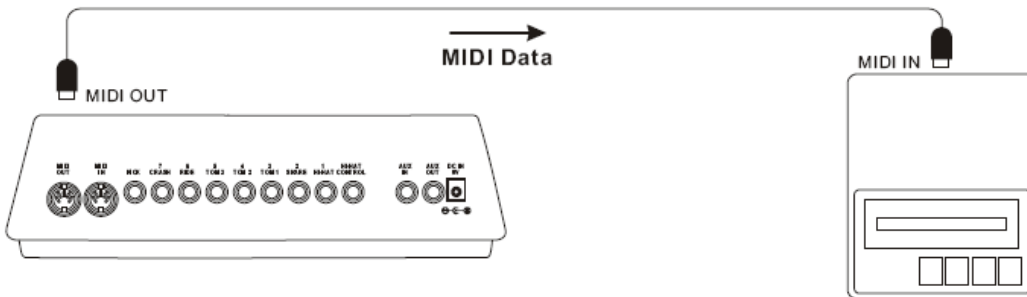
●Receive MIDI Data

Use a MIDI cable to connect the MIDI IN jack on the AXE800DM with the MIDI OUT jack on the external MIDI device.
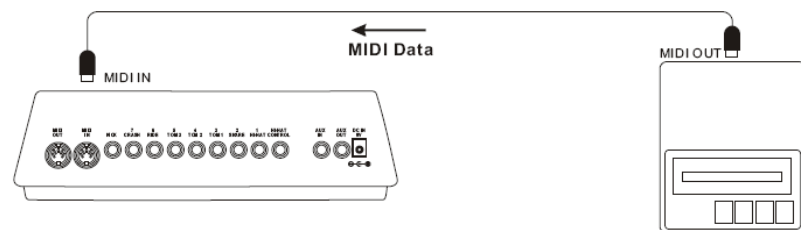
● Connecting a CD Player, etc. (AUX IN jack)

The audio output from a CD player connected to the Aux IN jack on the rear panel can be mixed with the audio output of the AXE800DM. This function is convenient when you want to play along with a favorite song. The volume of the external signal is adjusted with the AUX VOLUME slider on the face of the AXE800DM.
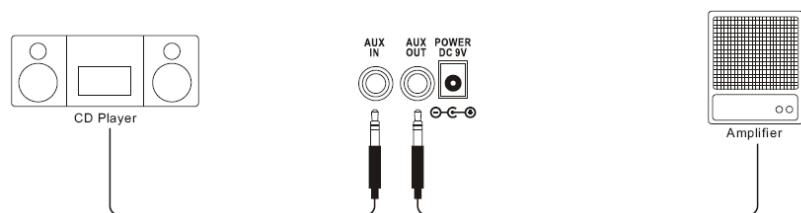
● Connecting an Amplifier

An external amplifier can easily be connected the AXE800DM. Simply connect the AUX OUT jack on the back of the AXE800DM to a keyboard amplifier using a standard guitar cable.
The volume is adjusted with the MASTER VOLUME slider on the face of the AXE800DM.

Setting Up

● Using headphones

An optional set of stereo headphones can be connected to the PHONES jack located on the front of the unit.
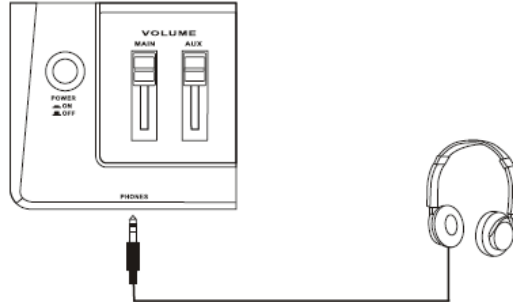
● Connecting the Power Supply

Make sure the power switch is OFF and   connect the
power adaptor to the DC IN jack on the rear   panel.

<div style="border: 1px solid black;">
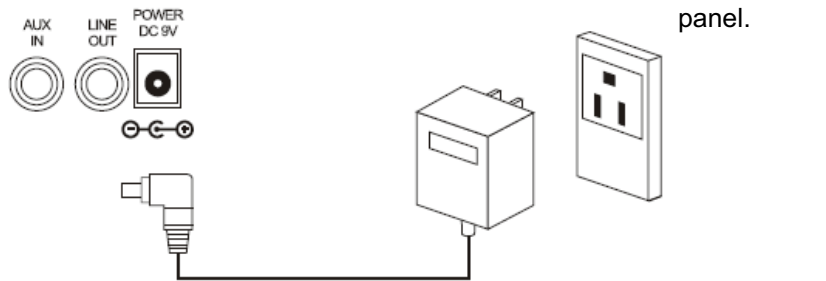
Before switching the power ON:

- **To Protec the speakers, amplifier and the AXE800DM from damage, slide the master volume slider to the minimum volume level before switching the power ON.**
- **Make sure the power is switched OFF on all external devices connected to the AXE800DM. Adter the AXE800DM power is switched ON, switch the other device's power ON.**

</div>

Start to play the drums

1 . Switch the power ON

After confirming that each of the devices, pads, external devices, etc. are all properly connected, press the POWER ON/OFF button on the front panel to turn on the AXE800DM. The drum module is ready to operate when the display shown below, for selecting the drum kit and song appears (Song Mode).

```
SONG SEL
 1 New World
```

2. Hit a pad

While hitting a pad, slide the MAIN VOLUME switch little by little upward until a comfortable volume level is reached.
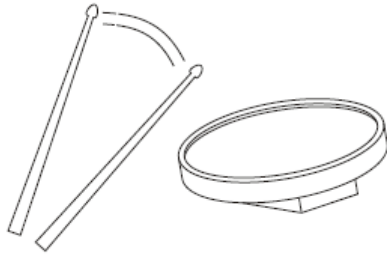
3. Play the DEMO song

Press the [DEMO] button to start the demo song. To stop the demo song, press the [DEMO] button again or press the [START/STOP] button once.

```
DEMO
Now playing!
```

4. TEMPO

You can adjust the tempo range of the songs from 30 to 280.

Press the [TEMPO/TAP] button, you can tap the pad to get the current TEMPO. Tap 4 times and the beat is just as the interval of last two times you tap. After that the song will be playing at this tempo. You may also rotate the Data Dial to adjust the tempo. When the song is playing, the tapping method will not take effect.
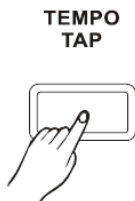
```
SONG TEMPO
Tempo: 80
```

Start to play the drums

5 . Change the Drum Kit

Drum kit numbers 1-30 consist of 30 preset drum kits.
Press the [kits] button, the display below will be shown, with the kit # Flashing.

KITS
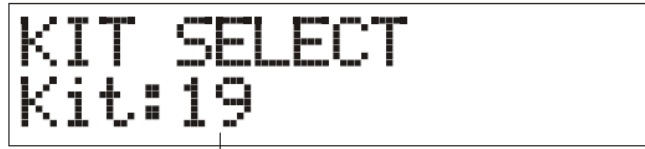
KIT SELECT
Kit:19

Drum Kits Number

Turn the Data
Dial to select the Drum Kit Number.

6 . Click

Press the [CLICK] button to start the metronome. To turn off the metronome, press the [CLICK] button again. Please read the Utility section in this manual for instructions on how to adjust the parameters for the metronome.

CLICK
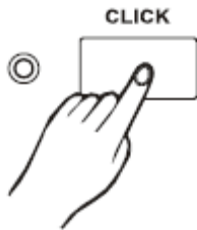
Play Song

1 . Select a Song
Press the [SONG] button, the song indicator will begin flashing on the display:

```
SONG SEL
 ‹1› New World
```

Song Number   Song Name

Then turn the Data Dial to select the selected song.

2. Listen to the Song
Press the [START/STOP] button to playback the song
The song will stop when it reaches the end,
or stop the song during play back by pressing the [START/STOP] button.

3. Adjust the Song Volume
Press the [ACCOMP-] or [ACCCOMP+] to display the current accompany volume level.

```
ACCOMPANY VOLUME
Volume:‹10›
```

Accompany Volume Level

Using the same display, press the [ACCOMP-] or [ACCCOMP+] button to adjust the accompany volume.

4. Changing the Song's Tempo
Press the [TEMPO/TAP] button to display the tempo setting,

```
SONG TEMPO
Tempo:132
```

Tempo Value

Turn the Data Dial to set the tempo (30-280).
Press the [SONG] button to return the Song Mode display.

5. Mute a Drum Voice
Press the [DRUM OFF] button, a "🔲" sign will appear on the bottom right of the Song Mode display, and the main drum part song will be muted.

```
SONG SEL
 1 New World    🔲
```

You can then play along with the song. Press the [DRUM OFF] button again and the drum part will restore.

Play Song

6 . Play along with the Click Voice
Press [CLICK] button to start the metronome. The click's LED will flash.

Click LED

To turn off the metronome, press the [CLICK] Button again.

7. Change the Drum Kit
Press the [KIT] button to select a different drum kit with the selected song.


```
KIT SELECT
Kit: ‹1›
```
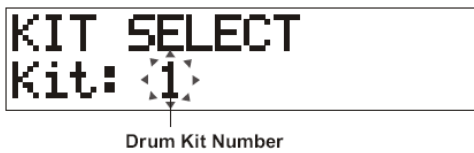
Drum Kit Number

Then turn the Data Dial to select the drum kit number (1-30).
(When a song is started, the kit number will shift to its default automatically.
If you want to use another kit, you can only change it when the song is playing.)

Song

1. Repeat Playback

1.1 In the song Mode, press the [PAGE+] button to reach the song repeat display:

```
SONG
Kit:2     Rep:off
```

1.2 Press the [SELECT] button to move the flashing cursor to the Repeat on/off
   position, and then turn the Data Dial to set repeat play.

2. Merge Track
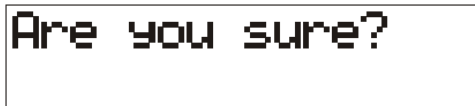
Before you can use the merge operation, it is necessary to select the User Song (Number 51-54). This function merges the data in track 1 and track 2 of the user song to track 1.

2.1 In the Song Mode, press the [PAGE+] button to select the Merge Track Model setting display shown below:

```
USER SONG TR:1
Merg Track       ↵
```

2.2 Press the [SAVE/ENTER] button and the confirmation display shown below will appear:

```
Are you sure?
```

2.3 Press the [SAVE/ENTER] button again to confirm.
   "Complete!" will appear, then the display will return to Song mode.
   (Press the [SONG] button to cancel the merge track operation, and return to Song Mode display. *If a preset
SONG (No. 1-50) is already selected, the following display will appear and the User Song Mode cannot be entered.

```
CAN'T EDIT
PRESET SONG
```

Press the [SONG] button to return to Song Mode display.

Song

1. Play Back Track

In the Song Mode, press the [PAGE+] button to select the Playback Track setting display shown below:

```
USER SONG TR:1
Play Back:  1
```

"*TR:—*" The tracks in the user song are empty.
"*TR: 1*" Track 1 already has recorded data.
"*TR: 2*" Track 2 already has recorded data.
"*TR: 1&2*" Both track (1 & 2) already has recorded data.
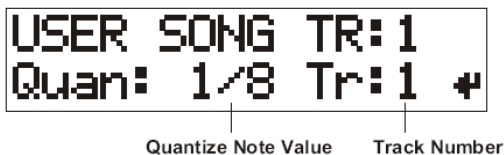
Turn the Data Dial to select tracks to be playback.
     * If the User Song contains 2 tracks, you can only
      Playback track 1 (*PLAY BACK: 1*)
      Or track 2 (*PLAY BACK: 2*),
      Or playback two tracks together (*PLAY BACK: 1 & 2*)

When in playback mode, the kit playing will be the recording kit.

4. Quantize Notes

4.1 In the Song Mode, press the [PAGE+] button to select the quantize setting display shown below:

```
USER SONG TR:1
Quan:  1/8 Tr:1  ↵
```
               Quantize Note Value   Track Number

Turn the Data Dial to select the quantize value:

1/4: quarter note	*1/16*: sixteenth note
1/8: eighth note	*1/24*: sixteenth note triplet
1/12: eighth note triplet	

4.2 Press the [SELECT] button, When the track indicator flashes on display,
turn the Data Dial to assigns the track (1 or 2) to be quantized.

4.3 Press the [SAVE/ENTER] button, and the confirmation display shown below will appear:

```
Are you sure?
```

4.4 Press the [SAVE/ENTER] button again to confirm.
"*COMPLETE!*" will appear, then the display will return to Song mode.
(Press the [SONG] button to cancel the quantize operation, and return to the Song Mode display.)

The quantize operation is not available when a song is playing, and the display will return to Song Mode display.

Song

5. Clear Track

This function clears all data in the assigned track (1 or 2) in the user song.

5.1 In the Song Mode, press the [PAGE+] button to select the Clear Track setting display shown below:

```
USER SONG TR:1
Clean Track: 1 ⏎
```

Turn the Data Dial to assign the track you want to clear (track 1 or track 2).

5.2 Press the [SAVE/ENTER] button, the confirmation shown below

```
Are you sure?
```

5.3 Press the [SAVE/ENTER] button again to confirm.
  "*COMPLETE!*" will appear, then the display will return to Song mode.
  (Press the [SONG] button to cancel the Clear Track operation, and return to the Song Mode display.)

   The Clear Track operation is not available when a song is playing, and the display will return to Song Mode display

6. Song Copy

This function copies the preset song to the user song
6.1 In the song mode, press the [PAGE+] button to select the Song copy setting display shown below:

```
USER SONG TR:1
Copy From: 1
```
           |
      Song Number

Turn the Data Dial to assign the preset song (No. 1-50).

6.2 Press the [SAVE/ENTER] button, and the confirmation display shown below will appear:

```
Are you sure?
```

6.3 Press the [SAVE/ENTER] button again to confirm.
"*COMPLETE!*" will appear, then the display will return to song mode.
The data in track 2 will be deleted thoroughly this after operation.
(Press the [SONG] button to cancel the song copy operation, and return to the song mode display.)

The song copy operation is not available when a song is playing, and the display will return to song mode.

Song

7. Delete Song

This function clears all data in the assigned track 1 or track 2 in the user song.

7.1 In the Song Mode, press the [PAGE+] button to select the Delete Song setting display shown below:

```
USER SONG TR:1
Delete Song     ↵
```

7.2 Press the [SAVE/ENTER] button, and the confirmation display shown below will appear:

```
Are you sure?
```

7.3 Press the [SAVE/ENTER] button again to confirm.
"*COMPLETE!*" will appear, then the display will return to Song Mode.
(Press the [SONG] button to cancel the Delete Song operation, and return to the Song Mode.)

The Delete Song operation is not available when a song is playing, and the display will return to Song mode.

Voice

1.Selecting the Drum Voice

1.1 Selecting the Drum voice category

Press the [VOICE] button to enter the Voice Mode display, the voice category indicator flashes on the display:

Input Source   Voice Layer Number

```
PAD IN=Pad 2 V=1
S/ 15  Wood Sn
```

Category Voice Number   Voice Name
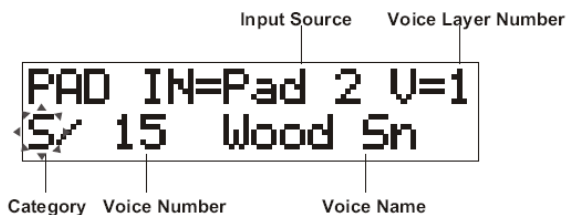
Turn the Data Dial to select the drum voice category.

1.2 Selecting the Drum Voice

Press the [SELECT] button, the voice number indicator will flash on the display:

```
PAD IN=Pad 2 V=1
S/ 15  Wood Sn
```
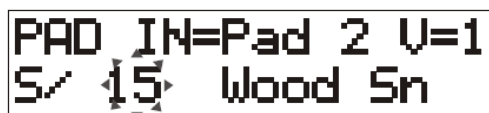
Turn Data Dial to select the drum voice category.

1.3 Selecting a Drum for the Input Source

Press the [SELECT] button, the voice input source indicator will flash on the display:

```
PAD IN=Pad 2 V=1
S/ 15  Wood Sn
```
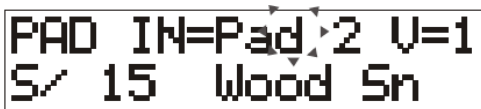
Turn the Data Dial to select the input source that is connected to the trigger input jack selected.

The value "V=1" indicates that the layer number is 1. two voices can be delivered with one input source.

Voice

2. Changing the Note value
Changing the note value of each pad's MIDI out.
In the Voice Mode, press the [PAGE+] button to select the Note value setting display shown below:

```
PAD IN=Pad 2
Note: 40
```
         Note Value
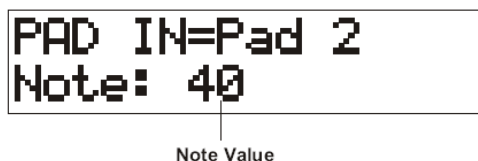
Turn the Data Dial to define the note value.
Use the [SELECT] button to select the input source.

3. Changing the Drum Volume
3.1 Changing the PAD Volume
Changing the volume of the drum voice when the pad is hit.
In the Voice Mode, press the [PAGE+] button to select the volume setting display shown display:

        Input Source   Voice Layer Number
```
PAD IN=Pad 2 V=1
Vol:110 Pan: 64
```
        Volume indicator   Pan indicator
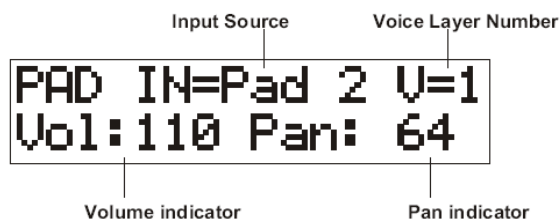
Turn the Data Dial to set the volume level (0-127).

3.2 Changing the PAN Position
The pan setting can move the position of the currently selected drum voice within the stereo filed.
Use the same display; press the [SELECT] button, the Pan indicator flashes on the display:

        Input Source   Voice Layer Number
```
PAD IN=Pad 2 V=1
Vol:110 Pan: 64
```
        Volume indicator   Pan indicator
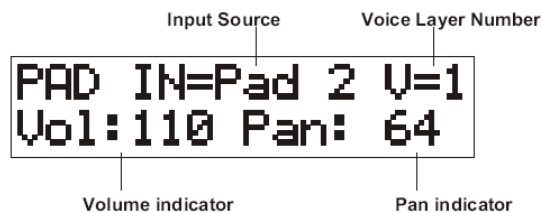
Turn the Data Dial to set the Pan/Position (1-63 represents Left, 64 represents Center, 65-127 represents Right)

Voice

4. Changing the Pad Function

In the Voice Mode, press the [PAGE+] button to select the function setting display shown below:

```
PAD IN=Pad 2
Func:   Normal
```

Turn the Data Dial to assign other functions to the trigger attached to the input source.
"*NORMAL*": The drum pad is used for normal pad operations.
"*CLICK ON OFF*": Turns the click sound on/off
"*START/STOP*": Assign the playback function to the current Song.
"*PAD SONG*": Assign the playback of the pad song to the pad

Caution: If there is more than one pad assigned to playback a pad song, The pad song playing will stop immediately and the other pad song will start when another pad is struck.
Also when a pad song is playing, you may only change the parameters on current page. If you can change pages, the song will stop immediately.

5. Selecting the Pad Song

The pad song function is assigned to the pad by selecting the song number to be played back when the current pad is struck. In the Voice Mode, press the [PAGE +] button to select the song setting display shown below.

```
PAD IN=Pad 2
Song: 1 Rep: off
```

Turn the Data Dial to select the song number (1-54) that will be assigned as the pad song.

Using the same display, press the [SELECT] button, the repeat indicator will flash in the display, turn the Data Dial to select repeat playback of the song or normal play.

6. Adjusting the Reverb

In the Voice Mode, press the [PAGE+] button to select the reverb settings shown below:

```
PAD IN=Pad 2
Reverb Send:l 70
```

Turn the Data Dial to set the reverb value (0-127).
When the reverb value is set to 0, There will no longer be any reverb. As you increase the reverb value, the amount of reverb applied to the voice will also increase.

Voice

7. Voice Copy
This function will copy the input source data to another pad.
In the Voice Mode, press the [PAGE+] button to select the copy setting display shown below:

```
PAD IN=Pad 2
Copy to: Pad 2 ↵
```

Turn the Data Dial to set the destination pad (Pad 1-7/Pedal/Open/Closed).

7.1   When the destination pad is selected, press the [SAVE/ENTER] button,
        and the confirmation display shown below will appear:

```
Are you sure?
```

7.2 Press the [SAVE/ENTER] button again to confirm.
(Press the [VOICE] button to cancel the copy operation, and return to the Voice Mode display.

Song Recording

Song recording lets you record data, produced as the drum kit is played to the sequencer in real-time (one track at a time). All MIDI channels are recorded simultaneously.

1. Select the User Song
Press the [RECORD] button to enter the record mode:

```
RECORD    TR: --
User Song:51
```

Turn Data Dial to set the User Song number (no. 51-54) that you want to record to.
*Only user songs no.51-54 can be used for recording.
*User songs that have been previously recorded to, may not be selected for recording.

"*TR—*" The Tracks in the user song is empty.
"*TR: 1*" Track 1 already has recorded data.
"*TR: 2*" Track 2 already has recorded data.
"*TR: 1 & 2*" Both track (1&2) already have recorded data.

2. Set the Track
Press the [PAGE+] button, the display shown below:

```
RECORD    TR: --
Track:1
```

Then turn the Data Dial to select a track 1 or 2 for recording.
*User Songs contain 2 tracks that can be recorded to.

3. Getting ready to record
Press the [PAGE+] button to get ready to record:

```
RECORD
Get ready!
```

Song Recording

4. Start Recording
Press the [START/STOP] button to start recording:

```
Now recording!
```

*When a track has pre-recorded data and the [START/STOP] button is pressed, the error message
shown below will appear:

```
ERROR
Track not empty!
```

5. Playback to the Song
After you have recorded a performance, you can press the [START/STOP] button to playback the recorded performance.
Playback stops when the [START/STOP] button is pressed again or the song will stop when it reaches the end.

Utility

1. Self Rejection, Rejection

This function is used to prevent double triggering and cross talk (mixed input signals between the jacks) between each of the pads. Press the [UTILITY] button to enter the Utility Mode, the LCD will display:

Drum pad number

```
UT PAD IN=Pad 2
SelfRej:2 Rej:2
```

Self Rejection   Rejection
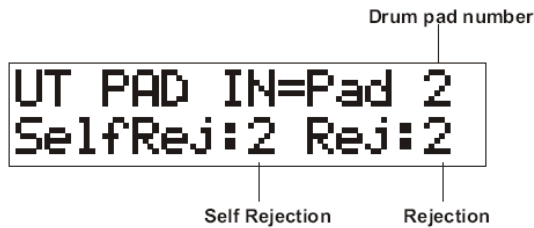
1.1 Self Rejection (SelfRej)
Prevents double triggering from occurring between the pad assigned to the UT PAD IN. After an event is detected, further events will be automatically muted for a certain length of time. Larger values will have longer times. Turn the Data Dial to select the pad (0-9).

1.2 Rejection (Rej)
Prevents cross talk from occurring between the pads assigned to the UT PAD IN. Events triggered by other pads that are of a lower than the input value set here, will no be delivered for a set length of time. Press the [SELECT] button, then turn the Data Dial to select the pad (0-9).

1.3 UT PAD IN
Turn the Data Dial to select the drum pad number.

2. Gain, Minimum Velocity

This function sets the input sensitivity (Gain) and velocity range (Minimum Velocity) for each pad. In the Utility Mode, press the [PAGE+] button to select the gain/velocity setting display shown below:

Drum pad number

```
UT PAD IN=Pad 2
Gain:95 Mvel: 10
```

Gain Level   Minimum Velocity Level

2.1 Gain
Adjusts the input gain level for the pad assigned. Entering a larger value here allows smaller input levels to sound the voice. Turn the Data Dial to select the gain level (0-99)

2.2 Minimum Velocity (Mvel)
Sets the MIDI Velocity that is transmitted when the pad is hit the weakest. Large values will be produced even if the pad is hit softly. However, this will result in a narrower volume range, making it difficult to adequately produce wider dynamic levels. Press the [SELECT] button, then turn the Data Dial to select the velocity level (1-27).

2.3 UT PAD IN
Turn the Data Dial to select the drum pad number.

Utility

3. Velocity Curve
This function sets the MIDI Velocity.
In the Utility Mode, press the [PAGE+] button to select the velocity curve setting display shown below:

Drum pad number

```
UT PAD IN=Pad 2
Velcurve:Normal
```
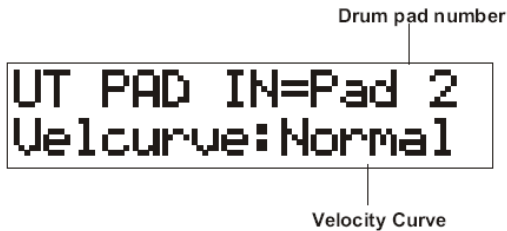
Velocity Curve

3.1 Velocity Curve (Velcurve)
The MIDI velocity curve adjusts the over all sensitivity curve for the pad selected.
Turn the Data Dial to select the curve (Normal, Loud 1, Loud 2, Hard 1, Hard 2).

3.2 UT PAD IN
Turn the Data Dial to select the drum pad number.

4. Assign Order
This sets the pad function that allows the currently selected drum kit number to be increased or decreased by hitting the specified pad.
In the Utility Mode, press the [PAGE+] button to select the assigned order setting display shown below:

```
UT PAD IN=Pad 2
Assign Order:Inc
```
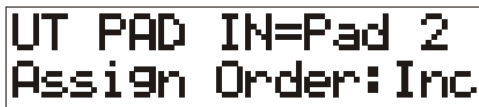
4.1 Assign Order
Turn the Data Dial to assign increment (Inc) or Decrement (Dec).

4.2 UT PAD IN
Turn the Data Dial to select the drum pad number.

5. Equalizer
In the Utility Mode, press the [PAGE+] button to select the equalizer setting display shown below:

```
UT MASTER
EQ Lo: 1 Hi: 1
```

5.1 Low Gain (EQ Lo)
Turn the Data Dial to adjust the low gain level range from (0-12dB).

5.2 High Gain (EQ Hi)
Press the [SELECT] button, then turn the Data Dial to adjust the high gain level rang from (0-12dB).

Utility

6. Hi-Hat Offset

This sets the value of the data sent by the foot controller connected to the HI-HAT CONTROL jack on the rear panel. In the Utility Mode, press the [PAGE+] button to select the Hi-Hat offset setting display shown below:

```
UT SYSTEM
HH Offset:-31
```

> Turn the Data Dial to set the value.
> *When a low data value is received from a foot controller, the voice will sound sooner. So, slightly pressing the foot controller will result in the voice sounding. In the case of the hi-hat controller, adjustment of the controller's "closed" point is possible.

7. Trigger Bypass

This function prohibits reception of pad signals from pads (the Hi-Hat controller too) connected to the drum brain. You will not be able to produce voices or transmit MIDI data. The sequencer and tone generator will function normally.
In the Utility Mode, press the [PAGE+] button to select the trigger bypass setting display shown below:

```
UT SYSTEM
TrigBypass:off
```

Turn the Data Dial to set the value.
On: Bypasses the trigger (does not receive).
Off: The trigger input functions normally (receives trigger).

8. Factory Set
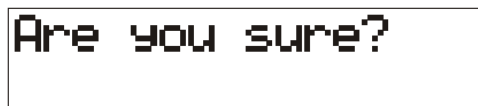
This function resets all of the all internal settings
8.1 In the Utility Mode, press the [PAGE+] button to select the factory setting display shown below:

```
UT SYSTEM
Factory Set      ↵
```

8.2 Press the [SAVE/ENTER] button, the confirmation shown below:

```
Are you sure?
```

8.3 Press the [SAVE/ENTER] button again to confirm.
"*COMPLETE!*" will appear, then the display will return to Song mode.
(Press the [Utility] button to cancel the rest operation, and return to the Utility Mode display.

Utility

9. Click Voice
This function sets the drum voice used for the click sound. In the Utility Mode, press the [PAGE+] button to select the click voice setting display shown below:

```
UT SEQ CLICK
P/ 29  MtBel
```

9.1 Voice Category
Sets the voice to be used for the Click Voice.
Turn the Data Dial to select category.

9.2 Voice Number, Voice Name
Selects the voice that will be assigned. If the parameter is set to 0, "No Assign "will appear on the display and sound will not be produced. Press the [SELECT] button, then turn the Data Dial to select the voice.

10. Click Tune
This function sets the pitch of the click voice.
In the Utility Mode, press the [PAGE+] button to select the click tune setting display shown below:

```
UT SEQ CLICK
Tune C:   0 F:   0
```

10.1 Tune Coarse (Tune C)
The Click Voice will be tuned in increments for a half-step
Turn the Data Dial to set the tune coarse value (-24 to 0 to +24).

10.2 Tune Fine (Tune F)
The Click Voice will be tuned in increments of about 1.17 cents.
Press the [SELECT] button, then turn the Data Dial to set the tune fine value (-64 to 0 to +63).

11. Click Note Number
Sets the MIDI Note Number for the Click Voice.
In the Utility Mode, press the [PAGE+] button to select the click note setting display shown below:

```
UT SEQ CLICK
Note: 21
```

Turn the Data Dial to set the click note (0-127).

Utility

12. Use Tempo

This function determines when a song will return to its default tempo or remain at the currently set tempo when the song is changed. In the Utility Mode, press the [PAGE+] button to select the use tempo setting display shown below:

```
UT SEQ SETUP
Use Tempo:Song
```

Turn the Data Dial to set the value.

"*SONG*": Changes the tempo of the song to its default tempo, when the song is changed.
"*GLOBAL*": The tempo remains unchanged at the currently set tempo, when the song is changed.

13. System Real Time

This enables or disables the TY 602's ability to transmit or receive system real time message (start/continue/stop). In the Utility Mode, press the [PAGE+] button to select the system real time setting display shown below:

```
UT SEQ SETUP
SYS Realtime:off
```

Turn the Data Dial to set the value.

"*ON*": Transmits and receives the system real time messages.
"*OFF*": Does not transmit and receives system real time messages.

14. Reverb Type, Reverb Time

This function sets the reverb effect on the drum.
In the Utility Mode, press the [PAGE +] button to select reverb type and time setting display shown below:

```
UT REVERB SETUP
Type:Hall2 T: 32
```

14.1 Reverb   Type (Type)
Turn the Data Dial to set the reverb type:
ROOM1 ROOM2 ROOM3 HALL1 HALL2 PLATE DELAY

14.2 Reverb Time (T)
Press the [Select] button, then turn the Data Dial to set the reverb time (0-127).

Utility

15. Local control

In the Utility Mode, press the [PAGE+] button to select the local control setting display shown below:

```
UT MIDI SETUP
Local:on
```

Turn the Data Dial to set the Local Control (on or) off.
Off: MIDI signals triggered by the connected pads will be disconnected from the AXE800DM's tone generator. This will cause no sound to be produced by the AXE800DM's tone generator, when a pad is played. The AXE800DM will continue to transmit MIDI signals from the MIDI out only.

On: Normal operation. MIDI signals will be transmitted to the AXE800DM's tone generator as well as the MIDI OUT jacks.

16. MIDI Merge

In the Utility Mode, press the [PAGE+] button to select the MIDI merge setting display shown below:

```
UTI MIDI SETUP
Merge output:off
```

Turn the Data Dial to set the Local Control (on or off).

Off: MIDI signals triggered by the connected pads will be disconnected from the AXE800DM's tone generator. This will cause no sound produced by the AXE800DM's tone generator. The AXE800DM's will continue to send MIDI signals from the MIDI out only.
On: Normal operation. MIDI signals will be transmitted to the AXE800DM's tone generator as well as the MIDI OUT jacks.

17. Program Change

In the Utility Mode, press the [PAGE+] button to select the program change setting display shown below:

```
UT MIDI RECEIVE
PC:on
```

Turn the Data Dial to set the receive program (on or off).
It is necessary to set the receive parameter to ON in the display, in order to change the drum kits used in a song or on an external MIDI device
OFF: Does not receive
ON: Receives

18. System Exclusive Message

In the Utility Mode, press the [PAGE+] button to select the system exclusive setting display shown below:

```
UT MIDI RECEIVE
SysEx: off
```

Turn the Data Dial to set the System Exclusive Message (on or off).
This enables or disables the drum to receive system exclusive messages from all MIDI channels.
OFF: Does not receive system exclusive messages.
ON: Receives system exclusive messages.

Pad Assign

This function allows you to quickly set up the sounds you will be using on your AXE580DS. By selecting the drum pad in the PAD ASSIGN, you can tap the pads to toggle threw the drum voices in the selected category.

1. Select the Voice Category

Press the [PAD ASSIGN] button, the LCD display:

```
PAD ASSIGN:Pad 2
S/ 15   Wood Sn
```

Turn the Data Dial to set the voice category.

2. Select the Voice Number
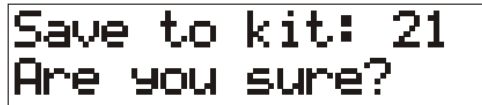
Press the [SELECT] button, then turn the Data Dial to select the voice number.

You can assign the voice by turning the Data Dial or by tapping the pad. This means, when you hit the pad the voice will change. Continue to hit the pad until you reach the voice you desired.

3. Save the user Drum Kit

3.1 Press the [SAVE/ENTER] button, and the LCD display shown below will appear:
:

```
Save to kit: 21
Are you sure?
```

3.2 Turn the Data Dial to set the drum kit number (21-30) you will be saving to.
3.3 Press the [SAVE/ENTER] button again to save it, then the display will return to previous display. (Press the [PAD ASSIGN] button to cancel the save operation, and return to the Pad Assign Mode display).

Preset Drum Kit List

Kit 1,21	Standard1	
1 kick	K/ 3	BD DRY1
2 snare	S/15	Wood Sn
3 tom1	T/2	DRY GM5
4 tom2	T/4	DRY GM3
5 tom3	T/6	GRY GM1
6 ride	C/11	RideLite
7 crash	C/1	CrashB
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 2	Standard2	
1 kick	K/ 3	BD DRY1
2 snare	S/65	S SStck3
3 tom1	T/2	DRY GM5
4 tom2	T/4	DRY GM3
5 tom3	T/6	GRY GM1
6 ride	C/11	RideLite
7 crash	C/1	CrashB
Open	H/20	Hhopen#1
Close	t/1	Ana 1Hi
Pedal	H/22	H PdlLit

Kit 3,22	Dance 1	
1 kick	k/ 4	BDDance1
2 snare	S/6	AnalogH1
3 tom1	t/6	AnlgTom5
4 tom2	t/8	AnlgTom3
5 tom3	t/10	AnlgTom1
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	H/24	H OpnAMu
Close	H/4	H ClsA2
Pedal	H/3	H ClsA1

Kit 4,23	Jazz Latin	
1 kick	K/8	2HeadHi
2 snare	S/65	S SStck3
3 tom1	T/8	Jazz Mid
4 tom2	T/10	Jazz Flr
5 tom3	T/41	Room2 Lo
6 ride	C/11	RideLite
7 crash	C/1	CrashB
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 5,24	Room 1	
1 kick	K/ 11	BD Room2
2 snare	S/3	MapleA50
3 tom1	T/21	Room 4
4 tom2	T/22	Room 3
5 tom3	T/24	Room 1
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 6	Electric	
1 kick	K/ 18	BD GateM
2 snare	S/63	RockL
3 tom1	t/25	E Tom4
4 tom2	t/26	E Tom3
5 tom3	t/28	E Tom1
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 7	Brush	
1 kick	K/ 12	BD Room5
2 snare	S/53	BrshTap2
3 tom1	T/11	BrshJzHi
4 tom2	T/13	BrshJzLo
5 tom3	T/14	BrshJzF1
6 ride	C/13	RideRoc2
7 crash	C/1	CrashB
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 8	Room_stick	
1 kick	K/ 11	BD Room2
2 snare	S/65	S SStck3
3 tom1	T/21	Room 4
4 tom2	T/22	Room 3
5 tom3	T/24	Room 1
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 9	Latin 1	
1 kick	K/ 3	BD DRY1
2 snare	S/15	Wood Sn
3 tom1	T/2	DRY GM5
4 tom2	T/4	DRY GM3
5 tom3	T/5	GRY GM2
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	P/18	CowB1
Close	P/18	CowB1
Pedal	H/22	H PdlLit

Kit 10	Latin 2	
1 kick	K/ 3	BD DRY1
2 snare	S/65	S SStck3
3 tom1	T/2	DRY GM5
4 tom2	T/4	DRY GM3
5 tom3	T/5	GRY GM2
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	P/18	CowB1
Close	P/18	CowB1
Pedal	H/22	H PdlLit

Kit 11	Jazz	
1 kick	K/ 8	HeadHi
2 snare	S/3	MapleA50
3 tom1	T/8	Jazz Mid
4 tom2	T/10	Jazz Flr
5 tom3	T/41	Room2 Lo
6 ride	C/11	RideLite
7 crash	C/1	CrashB
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 12,25	Brush 2	
1 kick	K/ 12	BD Room5
2 snare	S/50	BrshSlp
3 tom1	T/12	BrshJzMd
4 tom2	T/14	BrshJzF1
5 tom3	T/18	BrshRkF1
6 ride	C/13	RideRoc2
7 crash	C/22	C Splsh1
Open	s/46	BrshAtak
Close	s/46	BrshAtak
Pedal	H/22	H PdlLit

Kit 13	Dance-stick	
1 kick	K/ 4	BDDance1
2 snare	s/48	BrshHit2
3 tom1	t/6	AnlgTom5
4 tom2	t/8	AnlgTom3
5 tom3	t/10	AnlgTom1
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	H/24	H OpnAMu
Close	H/4	H ClsA2
Pedal	H/3	H ClsA1

Kit 14,26	Orchestra	
1 kick	1K/25	GrnCassa
2 snare	S/11	Tosh Sn
3 tom1	T/42	Room2Flr
4 tom2	T/10	Jazz Flr
5 tom3	T/41	Room2 Lo
6 ride	C/25	Hcym1
7 crash	C/26	HcymOpnL
Open	H/20	Hhopen#1
Close	H/1	H Cls01
Pedal	H/22	H PdlLit

Kit 15,27	Drum&bass	
1 kick	k/ 4	BDDance1
2 snare	s/30	AnVelRim
3 tom1	s/27	AnaShh
4 tom2	s/11	AnHitRim
5 tom3	k/15	BDRevers
6 ride	C/14	RidesizC
7 crash	C/7	PaperThn
Open	H/4	H ClsA2
Close	H/3	H CIA1
Pedal	H/24	H OpnAMu

Kit 16	House	
1 kick	k/ 4	BDDance1
2 snare	s/18	Dance06
3 tom1	s/ 7	AnalogL1
4 tom2	s/19	Electrik
5 tom3	P/43	TambA
6 ride	C/8	ReverseC
7 crash	C/6	FastCras
Open	H/19	HHRoKopn
Close	H/20	Hhopen#1
Pedal	H/21	H Pdl13

Kit 17,28	R&B	
1 kick	K/ 4	BDDance1
2 snare	s/17	Dance05
3 tom1	s/18	Dance06
4 tom2	s/2	AnaDark
5 tom3	P/43	TambA
6 ride	C/13	RideRoc2
7 crash	C/3	C Crash
Open	H/24	H OpnAMu
Close	H/16	H OpnLK
Pedal	H/15	H OpnL3

Kit 18,29	Jungle	
1 kick	k/ 1	AnaQuick
2 snare	s/ 6	AnalogH1
3 tom1	S/56	RIMrock
4 tom2	t/12	TEKK 1M
5 tom3	t/6	AnlgTom5
6 ride	C/11	RideLite
7 crash	C/2	BriteCrs
Open	H/24	H OpnAMu
Close	H/4	H ClsA2
Pedal	H/3	H ClsA1

Kit 19,30	CHINA LUOGU	
1 kick	K/26	DAGU1
2 snare	P/55	GUBAN2
3 tom1	S/72	PAIGU 2
4 tom2	S/71	PAIGU 1
5 tom3	C/35	DALUO2
6 ride	C/39	DAPO2
7 crash	P/64	PENGLIN1
Open	C/41	XIAOPO
Close	C/42	XIAOPOM
Pedal	C/41	XIAOPO

Kit 20	Oriental 1	
1 kick	K/26	DAGU1
2 snare	S/72	PAIGU 2
3 tom1	C/33	DALUO1
4 tom2	C/41	XIAOPO
5 tom3	C/35	DALUO2
6 ride	C/37	DAPO1
7 crash	C/39	DAPO2
Open	C/41	XIAOPO
Close	C/42	XIAOPOM
Pedal	C/41	XIAOPO

Drum Voice List

Voice Category
K: Acoustic Kick
k: Electric Kick
S: Acoustic Snare
s: Electric Snare
T: Acoustic Tom
t: Electric Tom
C: Cymbal
H: Hi-Hat
P: Percussion

K: Acoustic Kick

1 2HedMed2
2 Basic
3 BD DRY 1
4 BD DRY 4
5 SoTight
6 BDaftty1
7 BDaftty2
8 2HeadHi
9 BD GMJ
10 BD GML
11 BD ROOM2
12 BD ROOM5
13 BD Soft
14 BDersko1
15 BD ROOM3
16 BD GATE1
17 BD GATE2
18 BD GateM
19 BD Meta1
20 BD Rock1
21 BD Rock2
22 Bdevolvr
23 Bdpalmer
24 GrCMute
25 GrnCassa
26 DAGU1
27 DAGU2

k: Electric Kick

1 AnaQuick
2 BD ELEC2
3 BD Rave8
4 BDDance1
5 BDDance2
6 BDDance3
7 BDDance4
8 BDdance5
9 BDlong1
10 BDRave11
11 Sub1
12 Sub2
13 Sub3
14 BDNIN1
15 BDRevers
16 Walkik
17 fefifofm

S: Acoustic Snare

1 Loosy
2 Baryrim
3 MapleA50
4 MickMHS
5 MapleV65
6 Blu90Rim
7 Blue90
8 Hip Hop
9 OldCan
10 LiteSnr1
11 Tosh Sn
12 MapleRim
13 BigWdRim
14 BigWood
15 Wood Sn
16 Wood65
17 ToshL fi
18 Looz Pic
19 PhlyRim
20 RIMhipop
21 SnareH2
22 MickCJ8S
23 Maple12
24 12Soprno
25 Picket
26 Slappy
27 BeatyRim
28 Beauty
29 BrassRim
30 BuzRgRim
31 Buzzring
32 Jelyrim
33 RIMnatrl
34 RIMouch
35 RoldGold
36 Steel
37 VtgBras1
38 VtgBras2
39 MickDarS
40 Brassy
41 Fat looz
42 Rock
43 PicloRim
44 Metalpic
45 ClubOK
46 ClubORri
47 Piclodry
48 Fusion
49 TrashRIM
50 Ambient1
51 Ambt1rim
52 Powerpic
53 Pwrpcrim
54 Room
55 Amb 03
56 RIMrock
57 RIMwatts
58 Fatbrass
59 Fatbrim
60 Brass55
61 Gate
62 RockH
63 RockL
64 RockM
65 S SStck3
66 S STK_HT
67 Timbrim
68 TambSnre
69 SnRoll1*
70 SnRoll2*
71 PAIGU 1
72 PAIGU 2
73 PAIGU 3

s: Electric Snare

1 AnaDaRim
2 AnaDark
3 AnaHit
4 Analog H
5 Analog L
6 AnalogH1
7 AnalogL1
8 AnaTite
9 AnaWide
10 AnaWiRim
11 AnHitRim
12 AnSStick
13 Dance
14 Dance01
15 Dance02
16 Dance03
17 Dance05
18 Dance06
19 Electrik
20 SAmbie4
21 SAna1
22 CapGun
23 CapRim
24 Dryroom
25 HiFive
26 AnaBzRim
27 AnaShh
28 AnaShRim
29 AnaSlegh
30 AnVelRim
31 ASOBI
32 Blaaaghf
33 Dry Guy
34 Elem3
35 FantaRim
36 FX
37 JelyRoll
38 RIMshort
39 RO_S
40 RockRim
41 RollEm2
42 RollEm3
43 RollRim2
44 RollRim3
45 Sheetmtl
46 BrshAtak
47 BrshHit1
48 BrshHit2
49 BrshOp
50 BrshSlp
51 BrshSlpL
52 BrshSwep
53 BrshTap2
54 BrshTap3
55 BrshTp
56 BrSwH*
57 BrSwL*
58 BrSwTime
59 BrSwTRim

T: Acoustic Tom

1 DRY GM6
2 DRY GM5
3 DRY GM4
4 DRY GM3
5 DRY GM2
6 DRY GM1
7 Jazz Hi
8 Jazz Mid
9 JazzLo
10 Jazz Flr
11 BrshJzHi
12 BrshJzMd
13 BrshJzLo
14 BrshJzF1
15 BrshRkHi
16 BrshRkMd
17 BrshRkLo
18 BrshRkFl
19 Room 6
20 Room 5
21 Room 4
22 Room 3
23 Room 2
24 Room 1
25 Rock 6
26 Rock 5
27 Rock 4
28 Rock 3
29 Rock 2
30 Rock 1
31 ACTomH
32 ACTomM
33 ACTomL
34 ACTomF
35 Room1 Hi
36 Room1Mid
37 Room1 Lo
38 Room1Flr
39 Room2 Hi
40 Room2Mid
41 Room 2Lo
42 Room2Flr

t: Electric Tom

1 Ana 1Hi
2 Ana 1Mid
3 Ana 1Lo
4 Ana 1Flr
5 AnlgTom6
6 AnlgTom5
7 AnlgTom4
8 AnlgTom3
9 AnlgTom2
10 AnlgTom1
11 TEKK 1H
12 TEKK 1M
13 TEKK 1L
14 TEKK 1F
15 TEKK 3H
16 TEKK 3M
17 TEKK 3L
18 TEKK 3F
19 AnaIndsH
20 AnaIndsM
21 AnaIndsL
22 AnaIndsF
23 E Tom6
24 E Tom5
25 E Tom4
26 E Tom3
27 E Tom2
28 E Tom1
29 HybridH
30 HybridM
31 HybridL
32 HybridF

Drum Voice List

C: Cymbal

1. CrashB
2. BriteCrs
3. C Crash
4. DeepDRK
5. FasCrash
6. FastCras
7. PaperThn
8. ReverseC
9. SoftRoll
10. C CrshSi
11. RideLite
12. RideRoc1
13. RideRoc2
14. RidesizC
15. RideXfd
16. Rocksizl
17. Sizzler
18. SizzlRck
19. RidB Lit
20. China
21. ChinaHi
22. C Splsh1
23. C Splsh2
24. C FX01
25. HCym1
26. HcymOpnL
27. MANGLUO1
28. MANGL1M
29. MANGLUO2
30. MANGL2M
31. MANGLUO3
32. MANGL3M
33. DALUO1
34. DALUO1M
35. DALUO2
36. DALUO2M
37. DAPO1
38. DAPO1M
39. DAPO2
40. DAPO2M
41. XIAOPO
42. XIAOPOM
43. XIAOLUO
44. XIAOLUOM
45. TENLUO1
46. TENLUO1M
47. GOULUO
48. GOULUOM

H: Hi-Hat

1. H Cls01
2. H Cls13
3. H ClsA1
4. H ClsA2
5. H QOpn13
6. H TiCls1
7. HHcl2Xfd
8. HHclsXfd
9. HHRocKcls
10. H Opn13
11. H OpnDW
12. H OpnDWX
13. H OpnL1
14. H OpnL2
15. H OpnL3
16. H OpnLK
17. H OpnLX1
18. H OpnNB
19. HHRoKopn
20. Hhopen#1
21. H Pdl13
22. H PdlLit
23. H PdTit
24. H OpnAMu
25. H OpnAn

P: Percusion

1. AgogoH1
2. AgogoH2
3. Bell Tre
4. Bongo Hi
5. Bongo Lo
6. Cabasa1
7. Cabasa2
8. Castanet
9. ClapA
10. Clvs
11. ClvsA
12. Conga8H
13. CongaM
14. CongaMv
15. CongaAn
16. CongaO
17. CongBe
18. CowB1
19. CowBM
20. CuicaH
21. CuicaL
22. Fsnap2
23. Guiro
24. GuiSht
25. HiQ
26. JingBell
27. Maracas1
28. Maracas2
29. MtBel
30. Mtron
31. Scrach
32. Shake1
33. Surdo
34. SurdoM
35. Tabla B
36. Tabla BL
37. Tabla BM
38. Tabla BV
39. TalkD
40. TalknDrD
41. TalknDrU
42. TalknDrV
43. TambA
44. TimbH
45. TimbL
46. TimpH
47. TimpL
48. Triang
49. TriMut
50. VibrSlap
51. Whist
52. XfadeTri
53. BANGU
54. GUBAN1
55. GUBAN2
56. LHBAN
57. ZHUBAN
58. NANBANG
59. DAMUYU
60. SMUYU-1
61. SMUYU-2
62. SMUYU-3
63. SMUYU-4
64. PENGLIN1
65. PENLIN1M

Song List

1	NEW WORLD
2	HOT SAMBA
3	ORGAN FUNK
4	MAMBO
5	SPEED
6	HOLIDAY
7	HIP HOP
8	WALK
9	BRUSH JAZZ
10	TRANCE
11	HARD ROCK 1
12	HARD ROCK 2
13	SLOW ROCK
14	ROCK & POP 1
15	ROCK & POP 2
16	ROCK & POP 3
17	ROCK & POP 4
18	SALSA
19	BEGUIN
20	BOSSANOVA
21	REGGAE
22	FUNK 1
23	FUNK 2
24	FUNK 3
25	SHUFFLE
26	FUSION
27	BIG BAND
28	JAZZ
29	DISCO
30	HOUSE
31	JUNGLE
32	R & B 1
33	R & B 2
34	R & B 3
35	R & B 4
36	ROCK 'N' ROLL 1
37	ROCK 'N' ROLL 2
38	8BEAT 1
39	8BEAT 2
40	16 BEAT 1
41	BALLAD 1
42	BALLAD 2
43	BALLAD 3
44	BALLAD 4
45	BALLAD 5
46	BALLAD 6
47	WALTZ
48	MARCH
49	JING OPEROR
50	CHINESERYTH

Specifications

Drum Pad:	7 drum pads + 2 pedals
Voices:	389 voices
Drum kits:	20 preset , 10 user kits
Demo Song:	1 demo song
Song:	50 preset, 4 user songs
Controls:	POWER SWITCH, SONG, VOICE, UTILITY, KITS, PAD ASSIGN, DRUM OFF, TEMPO/TAP, START/STOP, MASTER VOLUME, AUX VOLUME, ACCOMP VOLUME +/-, PAGE +/-, SAVE/ENTER, SELECT, CLICK, RECORD, DEMO, DATA DIAL
Display:	LCD display
Connections:	DC IN Aux Out Aux In Hi-Hat control Hi-Hat Snare Tom 1 Tom 2 Tom 3 Ride Crash Kick MIDI IN/OUT
Power Supply:	DC 9V