

aDrums EXS-3CY

Electronic Drums

EN

JA

User's Manual

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[•] Please see <u>"4 Important Notice" (p.34)</u> before using EXS-3CY.

[•] The described functions of the xD3 module may vary depending on the firmware version. Please check ATV's website for the latest firmware and updated information.

Illustrations and pictures shown in this manual are for instructional purposes only, and may appear somewhat different from the actual specifications.

[•] The company and product names in this manual are the trademarks or registered trademarks of their respective companies.

Setup

Package Contents

This product includes the following items.



Assembly Guide

Connect tubes A to F as the figure right shows. *A corresponding label (A to F) is attached to each tube.



2 Insert tube A and tube B into the clamps at the ends of tube D



 $3\,$ Using the drum key remove the tube clamp from the end of tube F as shown



- When removing the clamp, be careful to avoid inury or scratches to furniture due to rough metal edges at the end of the tube.
- 4 Insert the cymbal arm clamp onto tube F as shown



Cymbal arm clamp

5 Reattach the tube end clamp to tube F as shown



6 Insert tube A and tube B into the clamps at the ends of tube F





7 Attach the cymbal boom arms



8 Attach the L-arm to the clamp (1) and the snare to the L-arm (2)



*Adjust the tension of the pad head using the included tuning key.



10 Attach the cymbal pads to the boom arms



11 Attach the hi-hat cymbal



Setup

*A hi-hat stand is not included.

12 Attach the spurs to the kick drum pad





*After completing the assembly verify that all the bolts are securely tightened.

Connecting the pads

First connect the multi-trigger cable to the xD3 drum sound instrument and then to each pad. Check the labels on the jack plugs of the multi-trigger cable and connect them to the corresponding pads as shown below.

After completing the connections, fix the cable onto the rack using the included cable tie.



Connecting Audio Equipment

In order to hear sounds generated by the xD3, one of the following (commercially available items) is required.

- Headphones, powered speakers, etc.
- You can play along with your own songs and loops by connecting your computer/tablet headphone output to the xD3's AUDIO IN jack.



Zones supported by the xD3's trigger inputs

xD3 trigger input	Supported zone	Choke method	Notes
KICK	Head	N/A	Input hardware is only single-trigger capable.
SNARE	Head,Rim	N/A	Side stick sound function can be enabled, see the user's manual. (Only available on the snare input.)
TOM 1	Head	N/A	Input hardware is only single-trigger capable.
TOM 2	Head	N/A	Input hardware is only single-trigger capable.
TOM 3	Head	N/A	Input hardware is only single-trigger capable.
HI-HAT	Bow,Edge	YES	
CRASH	Bow,Edge	YES	
RIDE	Bow,Edge,Cup	YES	Three-zone input requires two pad cables.
CRASH 2	Bow,Edge	YES	

Top Panel

Only the buttons being operated light up.



About the Function Buttons

Other than the "Home" screen, the drum kit buttons [2] [3] [4] [5] are used to select corresponding menu items and functions displayed on the screen.

For example, on the screen shown on the right, the corresponding functions are:

[2] Button = DELETE

[4] Button = HELP

[5] Button = LOAD



Connections on the Rear Panel

SD CARD

Insert the SD card included in the package. The SD card contains song data. Additional

USB





Power On / Off

Turning the power on

1 Lower the volume of the connected amp or speakers.

2 Turn on the power of the hi-hat.

The indicator under the hi-hat turns on.

3 Long-press the power button of the xD3.

The power turns on.

Turning the power off



1 Lower the volume of the connected amp or speakers.

2 Long-press the power button of the xD3.

The power turns off. All settings are saved.

*Disconnecting the AC adapter without turning off the power will cause malfunctions. You must turn off the power by pressing the power button.

3 Turn off the power of the hi-hat.

Turning the power off automatically (auto power-off)

If the xD3 has not been played or operated for 30 minutes, it automatically turns off the power in order to conserve electricity. You can disable this function. For details, refer to $\underline{p.26}$.

*The power of the hi-hat is not automatically turned off.

2 Performing

Home Screen

The Home screen is displayed after turning on the power. If you press the [1] (HOME) button from any screen, you will return to the Home Screen. The Home Screen will be displayed when playing the drums.



Song Playback Icon Song Number Song Name Drum Kit Number Drum Kit Name Song Name Song Ool F TENPO Rock 2 Pops 1 Cong Name Song Name Rock 2 Pops 1 Cong Name Song Nam

What is Drum Kit?

The synthesizer patch that assigns sounds to each pad is called a "drum kit". Changing the drum kit patch to Jazz or Rock changes the sound of each pad to a sound suitable for that genre.

Performing

When you hit the pad, it resounds.

The sound changes naturally according to the strength of hitting.

2 Use VOLUME [+][-] to adjust the volume.

*Please adjust the volume to an appropriate level for playing. If the volume is too low, it may cause you to exert unnecessary force when playing, which may cause injuries to your hands and arms. Also, if the volume is too loud, this may damage your hearing and increase the risk of hearing loss. Please be careful when setting your output volume, especially when playing the drums around young children. It is possible to adjust and set a maximum limit for the output volume level (p.26).



Corresponding styles of playing

Snare drum	head shot, rim shot, side stick (<u>p.17</u>)
Hi-hat	bow, edge, open-close, foot close, foot splash
Crash cymbal	bow, edge
Ride cymbal	bow, edge, cup

Changing the Drum Kit

1 Press one of drum kit buttons [1]–[5].



The drum kit saved for each button is loaded. *It takes several seconds to load the drum kit.

2 When the drum kit name is displayed, you can start playing.

Selecting a drum kit from the list

You can select a drum kit to load other than those already assigned to buttons [1]-[5].

1 Press the [LIST] button.

The list of drum kits will be displayed.

- 2 Select the drum kit with the value knob.
- 3 Press the [ENTER] button.

The selected drum kit will be loaded.

Playing the side stick (cross stick) technique

You can play the side stick (cross stick) technique on the snare drum.

Press the [LIST] button.

The list of drum kits is displayed.

2 Press [5] (SIDE STICK) to set it to "ON".

If you do not want to trigger a side stick sound, set it to "OFF".

3 Press the [-] button to return to the home screen.

Song Playback

*To play a song, you need to insert the provided SD card.

1 Press the SONG [►/■] button.

The song will be played.

2 Turn the value knob to select your favorite song.

The song name will be displayed.

3 Press the SONG $[\blacktriangleright/\blacksquare]$ button again to stop.

• If you press the metronome button in advance, the metronome will play along with the selected song.

You can also load and play songs in .wav file format (p.22).

• Use the song screen (p.20) to adjust the song's volume and access other functions controlling song playback.

*You can not change the tempo of the song.

SON0	5)001 TEM K& Pops 1 🔗 🖓	20 100
кіт 1	Heavy Rock	

06	Rock 1
07	Rock 2
	Rock 3
(09)	Rock 4
101	Jazz 1
KIT LIST	SIDE STICK: OFF

SON(3)001 ⊫ ks:Pops 1	TEN DY	E0 100
кіт З	Rock 1		
1			

Using the Metronome

1 Press the $[\underline{\Delta}]$ button.

The metronome will play.

- 2 Use the value knob to adjust the tempo.
- 3 Press the [Δ] button again to stop.

Using the Visualizer

The visualizer tool graphically displays the dynamics and timing of your strikes on the pads.

When metronome is turned off

The strength of each pad strike is displayed as a bar graph. When playing, the last strike is displayed on the far right, and the previous strike bar moves to the left. Using this tool, you can visually check the relative strength of each strike on the pads.

When metronome is turned on

The pointer scrolls according to the tempo, and the timing and strength of the strike are displayed as a bar graph. Because the bar graphs are displayed real-time, you can visually check the timing and dynamic variation of your strikes by continuously playing the same rhythm in time to the metronome. Clear display by pressing the [_] button.



You can change which drum kits are assigned to drum kits buttons [1]-[5] for loading.

Press the [LIST] button.

The drum kit list is displayed.

- 2 Select and load the drum kit you want to assign.
- **3** Hold down the selected drum kit button (one of [1]–[5]) for 2 seconds. This will assign the drum kit to the selected drum kit button.

A message will be displayed when the assignment is completed.







3 Menu Functions and Settings

Other xD3 functions and settings are accessible from the menu.

1 Press the [ENTER/MENU] button from the Home Screen.

The menu will be displayed.



2 Turn the value knob to select a menu item and confirm the selection by pressing the [ENTER] button.

SONG	Use to enable and select songs for playback, adjust song volume, and add song markers.	p.20
METRONOME	Use to adjust the metronome settings.	p.23
RECORD	Use to record drum performance.	p.24
INST LEVEL	Use to adjust the volume for each pad of each drum kit.	p.25
SETUP	General settings for the xD3.	p.26

3 Press the [\leq] button or the [1] (HOME) button to return.

SONG

In the song screen, you can select a song and play it, adjust the volume for each song, and set markers.



Selecting a song and play / stop

1 Turn the value knob to select a song.

*You can not select a song while adjusting the volume or marker setting.

2 Press the SONG $[>/\blacksquare]$ button to play / stop.

During playback, you can skip 10-seconds backward / 10-seconds forward by pressing the [3] and [4] buttons.

Adjusting the volume of the song

- 1 Press the [2] (VOLUME) button and turn the value knob to adjust the volume.
- 2 Press the [2] (VOLUME) button again.

SONG						
002	Ro	ck≷	е Рог	°S 2	2	
Q	Ę	Ę	ЩĘ	Ģ	Ę.	
νοιυ	ME		æ	0:0	5:49	
10						CLEAR
			DOP		HELP	MARKER
- 个						

Loop setting

When you turn on the loop function, songs will be played repeatedly.

1 While song playback is stopped, press the [3] (LOOP) button to toggle the loop function on / off.

When you turn on the loop function, a loop icon will be displayed.

Markers

You can set up to 9 markers at any position in the song and jump to the specified marker.

Adding Markers



- 1 Play the song.
- 2 Press the [5] (MARKER) button and use the value knob to select "ADD".
- **3** Press the [ENTER] button at a time in the song you want to add a marker.

A marker will be added to mark the exact point of time in the song.

Marker Jump

1 Use the value knob to select the marker number and press the [ENTER] button.

To jump to the beginning of the song, select "TOP".

Clear Marker

- While the song is stopped, press the [5] (MARKER) button.
- 2 Select the marker you want to delete and press the [ENTER] button.

*Settings for volume, loop, and markers are stored for each song. *You can not change the tempo of the song.

Playing audio files (.wav)

You can copy your own .wav files onto the SD card and play them as a song.

Supported Format

File Type	Windows Wave (RIFF)
Filename Extension	wav, WAV
Sampling Frequency	48 kHz
Bit Depth	16 bits
File Size	Up to 2 GB

Set-up

Copy the wav file to the SD card root folder.



*You can store and access up to 100 wav files.

*.wav files that are placed inside folders are not recognized.

*The system does not support file names with 2-byte characters.

Playback

Select the wav file by following the instructions "Selecting a song and play / stop" ($\underline{p.20}$) and then play it.

METRONOME

In the metronome screen, you can set metronome's tempo (bpm), beat (beats per measure), note value, volume, and sound. You can also enable the 'metronome start with CRASH 1' function.



1 Turn the value knob to select the item you want to set.

Tempo	Tempo
Beat	Beat
Note	Musical Note (note value of the beat)
Sound	Sound
Level	Volume Level
	When you hit the CRASH 1 cymbal, the metronome can be set to play for either one or two measure/s. By hitting CRASH 1 regularly, you can engage the metronome for one or two measures and check the timing accuracy of your playing.
Start w/CR1	1.Set it to "MEAS 1" or "MEAS 2". 2.Press the [\$\alpha\$] button. CR flashes on the screen. 3.Hit the CRASH 1 cymbal. The metronome will play for either 1 or 2 measures.

2 Press the [ENTER] button and change the value with the value knob.

3 Press the [ENTER] button to confirm the value.

Tap tempo

You can set the tempo of the metronome by pressing the TAP button several times. When you do not know the tempo of the song, this function can be used to set the tempo of the metronome to play along in time.

Press the [5] (TAP) button according to the beat.

The tempo is set.

RECORDING

With the xD3 you can record your drumming performances and listen to the playback in order to analyze your playing. You can also record your performance while playing along to a song.



Recording

1 Start playing drums or press the SONG [►/ ■] button to play the song.

The recording will start.

*When recording alongside with the metronome, turn on the metronome in advance.

2 Press the [4] (\blacktriangleright / \blacksquare) button to stop recording.

Playback

3 Press the [4] (\blacktriangleright / \blacksquare) button.

The playback will start.

- 4 Press the [4] (\blacktriangleright / \blacksquare) button to stop playback.
- 5 To record again, press the [5] (REC) button and repeat from Step 1.

*The previous take of recorded data will be deleted.

6 To end recording, press [2] (EXIT).

The system returns to the home screen.

*When you turn off the xD3 drum module, the recording data is automatically erased.

*You cannot start song playback after the recording starts.

*You cannot start the metronome after the recording starts. *You cannot adjust the tempo of the metronome after the recording starts.

INST LEVEL (Adjusting the volume of each pad)

You can adjust the volume of each pad for each kit.

- 1 Hit a pad that you wish to select and adjust the volume level for the pad's sound.
- 2 Use the value knob to adjust the volume level.
- 3 Repeat steps 1 and 2.

*The settings for pad sound volume levels are stored for each kit.

INST LI	EVEL			KIT 01
нн	CR1	CR2	RD	
93	86	88	69	
к	s	T1	T2	TΞ
83	100	85	85	85
TO SELECT, HIT THE PAD.				

SETUP

<u>SYSTEM</u>			
	SETUP	•••	 Target Pad Display
	LCD Contrast LCD Brightness Auto Power Off Master Vol Limit MIDI Channel	4 6 DISABLE 100 10	
	SVSTER TRIGGER, UT	LITY HELP	
System Tab	· · · · · ·	· · · · · ·	Help Screen Display
Trigger Tab	••••••	•••••••	 Utility Tab

1 Press the [2] (SYSTEM) button and select the System tab.

2 Use the value knob to select the desired item and press the <code>[ENTER]</code> button.

LCD Contrast	Adjust the contrast of the display.						
LCD Brightness	Adjust the brightness of the display.						
Auto Power Off	The xD3 drum module automatically turns off after a 30-minute period of inactivity to reduce power consumption. Change the time setting of the auto power-off function. 30 mins : The power turns off after 30 minutes. 4 hours : The power turns off after 4 hours. DISABLE : The xD3 will not turn off automatically.						
Master Vol Limit	Set the maximum output volume of the xD3 by pressing the [+] button. This setting limits the maximum output volume of xD3 in order to prevent hearing damage due to excessive volume levels.						
MIDI Channel	Specifies the MIDI channel used to transmit and receive MIDI data. Normally this is set to channel 10. If MIDI Channel is set to INDIVIDUAL, each pad transmits messages on a different MIDI channel (1 - 9). You cannot change the MIDI channel of each pad. MIDI transmit & receive channels for the INDIVIDUAL setting: Pad Ch KICK 1 HIHAT 6 SNARE 2 TOM 1 3 TOM 2 4 TOM 3 5						
Pad Pan	Sets the stereo pan position for each pad instrument's sound.						
Firmware	Firmware version						
1 mmaio		511					

$\ensuremath{\underline{3}}$ Use the value knob to change the value and press the [ENTER] button to confirm.

TRIGGER

These settings are used to optimize the performance of the xD3 by calibrating the unit's triggering sensitivity in response to signals from the pad sensors.

Setting up the sensitivity of triggers is important when using the equipment for the first time or when changing the type of pad.



Press the [3] (TRIGGER) button and select the trigger tab.

2 Use the value knob to select an item and press the [ENTER] button.

*These general settings are applied to all drum kits.

Total Pad Response	Increasing the sensitivity of all pads will produce a powerful sound even when playing with soft taps. This may be suitable for younger children or players who have a softer playing style. The sensitivity increases as you increase the positive (+) value.
Pad Model	Use to set the type of pad connected to each trigger input. *Please use the default setting.
Sensitivity	Use to adjust the sensitivity of each pad. The sensitivity increases as you increase the value.
Head-Rim Adjust	Use to adjust the balance sensitivity between the head sound and the rim-shot sound of the snare drum pad. If the rim-shot sounds consistently when you hit the snare pad head, try adjusting the value more towards the 'H' side to find a balance. If you find it difficult to play the rim-shot, try adjusting the value more to the 'R' side.
Pedal HH Sens	Use to adjust the volume of the foot-close and foot-splash sounds of the hi-hat.
HH Close Adjust	Use to adjust the closed position of the hi-hat. If the hi-hat does not sound sufficiently 'closed' when pressing on the pedal with normal pressure, adjust this setting to a positive [+] value. If the hi-hat does not sound sufficiently 'open' when the pedal pressure is relaxed or released, adjust this setting to a negative [-] value.
Cross-Talk Cancel Wizard	Use to eliminate "cross-talk", which is an unwanted signal transmission between pads. Simply hit each pad according to the Cross-talk Cancel Wizard instructions and the appropriate settings will be made automatically. For detailed instructions, please refer to the section about using the "Cross-talk Cancel Wizard" (p.28). *Execute this wizard when installing the drum kit for the first time. *Cross-talk may reoccur if you change a pad or a pad's mount location. In such cases, please re-execute the wizard.

3 Use the value knob to change the item and confirm by pressing the [ENTER] button.

Cross-talk Cancel Wizard

CROSS-TALK CANCEL WIZARD
This wizard guides vou to eliminate cross-talk problem.
CANCEL

1 Press the [5] (NEXT) button.

To cancel, press the [2] (CANCEL) button.

2 Follow the instructions on the screen and strike the indicated pad 3 times with powerful hits.



*If you press [RETRY], the strikes you made so far will be erased and you can start over.

3 When "OK" is displayed, press the [5] (NEXT) button to advance to the next step.

4 Repeat step 1 and step 2 in the same way.

The xD3 measures the cross-talk condition of all connected pads.

KICK > SNARE > TOM 1 > TOM 2 > TOM 3 > HI-HAT > CRASH 1 > RIDE > CRASH 2 *If the indicated pad is not connected, press [SKIP].

5 When the screen below is displayed, play the drum set and check if there are any remaining cross-talk problems, then press the [5] (OK) button.

CROSS-TALK CANCEL WIZARD
Setup is completed.
Check for crosstalk.
RETRY OK
*If you still dotact a cross talk pr

*If you still detect a cross-talk problem, press the [2] (RETRY) button and repeat the wizard again. *Cross-talk problems may not be completely prevented in all cases.

UTILITY

	SETUP
	Backup Save Backup Load Import Kit SD Card Format Factory Reset
	SVSTEM, TRIGGER, UTILITY HELP
System Tab	Help Screen Display
Trigger Tab	••••••• Utility Tab

1 Press the [4] (UTILITY) button and select the Utility tab.

 ${\bf 2}$ Select the item with the value knob and press the [ENTER] button.

Backup Save	The xD3 backs up the contents of the internal storage to the SD card. Insert the SD card in to the xD3. *In order to not lose valuable data, it is recommended that a backup be made periodically.	p.30
Backup Load	Use to load a backup from the SD card to the xD3. *All data in the xD3 drum module will be overwritten and deleted.	p.31
Import Kit	Use to import drum kit data downloaded from the ATV Sound Store to the xD3. Use this function to expand the range of unique drum kits stored in the xD3.	p.32
SD Card Format	Use to format the SD card. *When formatting is performed, all data stored on the SD card will be deleted.	p.33
Factory Reset	Use to restore xD3 to its factory setting. *All data in the xD3 will be deleted.	p.33

Backup Save



1 Use the value knob to select "File Name" and press the [ENTER] button.

2 Enter the backup file name.

Move the position with the pointer and change the characters with the value knob.

	BACKUP SAVE	62%	USED	
	NAME ENTRY			
	ACCDEFGHIJK OP&RSTUDWX	LMN VZ		
	Backup20170707			
	DELETE INSERT -			
Delete character			÷	Right pointer
Insert character •	••••••			 Left pointer

3 Press the [ENTER] button to confirm the file name.

4 Use the value knob to select "Saving Items" and press the [ENTER] button.

5 Select the item you want to save and confirm by pressing the [ENTER] button.

KIT	Use to save all drum kits.
TRIGGER	Use to save the trigger settings.
KIT+TRIGGER Use to save the drum kit and trigger settings.	
A1.1	Use to save all data stored in the xD3.
ALL	*Data can not be read into other xD3s.

6 Press the [5] (SAVE) button to save settings.

When saving is completed, the word "Completed" is displayed. *When ALL is selected, it takes about 10 minutes to complete the backup save process.

Backup Load



CAUTION

When you load the backup, some or all of the data in the xD3 will be deleted.

Use the value knob to select "File Name" and press the [ENTER] button.

Use the value knob to select the file name to load and press the [ENTER] button to confirm.

2 Use the value knob to select "Loading Items" and press the [ENTER] button.

3 Select the item to load and press the [ENTER] button to confirm.

*The following items can be selected depending on the contents of the backup.

КІТ	Select to load drum kits. *The drum kits in the xD3 will be deleted and overwritten.
TRIGGER	Select to load the trigger settings. *The trigger settings in the xD3 drum module will be deleted and overwritten.
KIT+TRIGGER	Select to load drum kit data and trigger settings. *The drum kit data and trigger settings in the xD3 drum module will be overwritten and deleted.
ALL	Select to load all data into the xD3. *All data in the xD3 drum module will be deleted and overwritten. *Data saved in other xD3s can not be loaded and read.

4 [5] Press the (LOAD) button to save.

When loading is complete, the screen indicates "Completed." *When ALL is selected, it takes about 10 minutes to load a backup.

5 Press the power button to turn off the power, and then turn the power on again.

The backup is now loaded.

Deleting a Backup File

Delete the backup file in the SD card.

1 In step 1 above, select the file to be deleted.

2 Press the [2] (DELETE) button.

Confirmation message will be displayed.

3 [5] Press the (OK) button to delete.

To cancel the deleting process, press the [2] (CANCEL) button.

Import Kit

1 Place the downloaded drum kit file (xxxx.xd3kit) in the Import folder of the SD card.



*If there is no "Import" folder, it will be created once the SD card is inserted into the xD3.

2 Insert the SD card in to the xD3.



$\mathbf{3}$ Select the drum kit file to import with the value knob.

4 Press the [5] (IMPORT) button to import.

When the import is completed, the screen indicates "Completed." It takes about 5 minutes to import a kit file.

- To download and import kit files, the EXS product ID must first be registered on the ATV Sound Store.
- The downloaded drum kit file can only be imported onto the xD3 when the module's product ID matches the product ID encoded in the kit file.
- If the product IDs do not match, the following message is displayed: "This xD3 doesn't have permission to import "xxxx"."

ATV SOUND STORE

At the website linked below, you can access and create additional EXS drum kits to downloand and import onto the xD3 sound module.

*To obtain your product ID required for Sound Store account registration, please see <u>p.26</u>.



http://store.atvcorporation.com/

SD Card Format

SD CARD FORMAT	
Formatting the SD card will	
delete all data on the card.	
FORMAT	
:	_

••••• Format

CAUTION

Formatting the SD card will delete all its data.

1 Insert the SD card in to the xD3 drum module.

2 Press the [5] (FORMAT) button.

Confirmation message will be displayed.

3 Press the [5] (OK) button to format.

To cancel, press [2] (CANCEL) button. When formatting is completed, the screen indicates "Completed."

Factory Reset



CAUTION

All data in the xD3 will be deleted when factory settings are restored.

1 Press the [5] (RESET) button.

Confirmation message will be displayed.

2 Press the [5] (OK) button to reset.

To cancel, press [2] (CANCEL). When reset is completed, the screen indicates "Completed."

${f 3}$ Press the power button to turn the power off, and then turn the power on again.

The module is now restored to its factory setting.

Important Notices

Important safety information

Always follow the basic precautions listed below to avoid the possibility of serious injury from fire. electrical shock or other hazards, and serious damages to the EXS-3CY instrument or other goods and assets. Before using EXS-3CY, be sure to read all the safety information below.

About the symbols





"Do not ...": Indicates a prohibited action

"You must ...": Indicates a required action

WARNING

About warnings and cautions





wet hands You risk electric shock by doing so.



CAUTION Grasp the power plug when connecting or

disconnecting When connecting or disconnecting the AC adapter from the unit, you must grasp the plug

rather than pulling the power cord.

Don't use AC outlet multipliers Doing so will cause the outlet to become hot.

causing a fire hazard. If the power plug is dusty, wipe it off



Dust on the power plug can cause electric shock or short circuits.

Disconnect the power plug from the AC outlet if not using the unit for an extended time, or if lightning is expected



Failure to do so may cause electric shock, fire, or malfunction

Disconnect all connections before moving the unit

Failure to do so may cause damage to the power cord or cables, or may cause people to trip over the cables.



Don't place the unit in an unstable location Doing so may cause the unit to overturn, causing personal injury.

Don't sit or stand on the unit. or place heavy objects on it

Doing so may damage the unit. You should also avoid applying excessive force to the buttons, knobs, and input/output jacks. Doing so will cause malfunctions.



Don't use the unit at high volume for an extended time

Using speakers or headphones at high volume for an extended time will damage your hearing.

Handle the unit with care

Take care that your hands or fingers are not injured by corners or openings in the unit.

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Place small parts out of reach of children Place small parts out of reach of children who might accidentally swallow them.

Important Information about Use

Installation

- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV or radio may generate noise.
- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel dis-figuration, damage to the internal components or unstable operation.
- The sensor of the hi-hat is exposed to extremely strong light, it may cause error.

Power Supply

 Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.

Cleaning

- When cleaning the equipment, be sure to use a clean, dry cloth. Cleaning products that contain organic solvents, paint thinner, detergents, and chemicallytreated cleaning cloths can cause discoloration and/or warping and should not be used.
- Do not dirty the reflection plate of the hi-hat. Otherwise the response of the instrument may get worse. When getting dirty, clean the instrument by using a wet towel.

Data

- The company can not be held responsible for damage caused by improper use or modifications to the instrument or data that is lost or destroyed.
- The stored contents may be lost due to malfunction of equipment or incorrect operation. Please backup important data.

About copyrights

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About this manual

- The illustrations as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your instrument.
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Specifications

Electronic Drum Sound Module Model: xD3

Item	Specification
Terminals and Jacks	AUDIO OUTPUT: L/R mono. 1/4" (6.35mm) TS jack x2 PHONES: stereo, 1/4" (6.35mm) TRS jack AUDIO IN: stereo, 3.5mm TRS jack MULTI TRIGGER INPUT: Dedicated multi connector, 25 PIN D-sub to individual 1/4" TRS jack(s) CRASH 2 TRIGGER INPUT: 1/4" TRS jack USB: 2.0 Type B, for MIDI in/out via USB MIDI OUT: 5-pin DIN connector SD CARD: SD/SDHC card slot (2-32B only) DC IN: Only for the included AC adapter
Power supply	DC 12 V
Power consumption	600 mA

*Specifications and appearance of this product are subject to change without notice for improvement.

Support

http://www.atvcorporation.com/en/products/drums/exs-5_3/support.html

产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳 (壳体)	×	0	0	0	0	0
电子部件(印刷电路板等)	×	0	×	0	0	0
附件(电源线、交流适配器等)	×	0	0	0	0	0
〇:表示该有毒有害物质在该部件所有均质材料中的含量均在 GB/T26572-2011 规定的限量要求以下。 ※:表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 GB/T26572-2011 规定的限量要求。						



电子信息产品污染控制标志释义:该电子信息产品含有某些有毒有害物质,在环保使用期限(整机10年)内可放心使用。

For EU countries

E	ΞN	This symbol on the product means that used electrical and electronic equipment should not be mixed with general household waste. The correct disposal will help prevent potential negative effects on human health and the environment. For proper treatment, recovery and recycling, please contact your city office, waste disposal servicer or the shop which you purchased the product.
	DE	Dieses Symbol auf dem Produkt bedeutet, dass elektrische und elektronische Altgeräte nicht mit gewöhnlichem Haushaltsabfall vermischt werden sollten. Durch die korrekte Entsorgung werden Umwelt und Menschen vor möglichen negativen Folgen geschützt. Bitte wenden Sie sich bezüglich ordnungsgemäßer Behandlung, Rückgewinnung und Recycling an ihre zuständige Behörde, Ihren Wertstoffhof oder an das Geschäft, in dem Sie das Produkt erworben haben.
F	FR	Ce symbole sur le produit signifie que les équipements électriques et électroniques usagés ne doivent pas être mélangés avec les déchets ménagers. L'élimination appropriée aidera à prévenir les effets négatifs potentiels sur la santé humaine et l'environnement. Pour un traitement, une récupération et un recyclage appropriés, veuillez contacter votre mairie, le service d'élimination des déchets ou le magasin où vous avez acheté le produit.
Γ	Т	Questo simbolo sul prodotto indica che l'apparecchio elettrico ed elettronico usato non deve essere smaltito insieme ai normali rifiuti domestici. Un corretto smaltimento del prodotto contribuisce a prevenire possibili effetti nocivi sulla salute umana e ambientale. Per il trattamento, il recupero e il riciclaggio appropriati, contattare l'ufficio competente locale, il fornitore del servizio di smaltimento rifiuti o il negozio in cui è stato acquistato il prodotto.
E	ES	Este símbolo en el producto indica que los equipos eléctricos y electrónicos usados no deben mezclarse con la basura doméstica. Su correcta eliminación ayudará a evitar posibles efectos negativos sobre la salud humana y el medio ambiente. Para un tratamiento, recuperación y reciclaje adecuados, póngase en contacto con su ayuntamiento, servicio de eliminación de residuos o el establecimiento donde adquirió el producto.
F	PT	Este símbolo no produto significa que o equipamento elétrico e eletrónico não deve ser misturado com os resíduos domésticos normais. A eliminação correta ajudará a prevenir possíveis efeitos negativos na saúde humana e no meio ambiente. Contacte as entidades responsáveis locais, o centro de tratamento de resíduos ou a loja onde adquiriu o produto para saber como tratar, recuperar e reciclar resíduos.
٢	NL	Dit pictogram betekent dat gebruikte elektrische en elektronische apparatuur niet samen met huishoudelijk afval kan worden afgevoerd. Deze juiste wijze van afvalverwijdering draagt bij aan de preventie van mogelijke negatieve invloeden op de gezondheid van de mens en het milieu. Neem contact op met uw gemeente of afvalverzamelpunt of de winkel waar u het product hebt gekocht, voor de juiste behandeling, behoud en recycling.
C	AC	Dette symbol på produktet betyder, at brugt elektrisk og elektronisk udstyr ikke må blandes med almindeligt husholdningsaffald. Den korrekte bortskaffelse vil hjælpe med at forhindre potentielle negative virkninger på menneskers sundhed og miljøet. For korrekt behandling, indsamling og genbrug skal du kontakte dit lokale kommunekontor, affaldsstation eller butikken, hvor du købte produktet.

ATV EUROPE LDA.

Rua 28 de Janeiro, nr. 350 – Fração CC-11 Centro Empresarial Candal Park Santa Marinha 4400-335 Vila Nova de Gaia PORTUGAL **ATV Corporation** 888-340 Nakagawa, Hosoe-cho, Kita-ku, Hamamatsu, Shizuoka 431-1304, JAPAN www.atvcorporation.com