



 Place above switches

TIPS:

- Switch LED On = On State. Zn = Zone.
- Play a note to start the pattern. Zn Switch off will mute that zone's drum sound. Arp switch off will stop the pattern.
- The sliders adjust the drum sound for the switch above. The slider only works when the switch is in on.
- The sliders change timbre, pitch, or volume depending on the drum sound assigned to the zone.
- The Variation switch will enable either Alt Attack, Effects, or Pitch Change.
- The Mod Wheel will adjust the tempo. The Pitch Wheel will bend the pitch of the kit.
- Slider I controls Reverb Amount when Reverb Enable is on.

DMM Template

EDIT:Multi Arpeggiator Step					Zone 1
Step:1	Step:2	Step:3	Step:4	Step:5	
Note:0	Note:0	Note:0	Note:0	Note:0	
Velo:0	Velo:-127	Velo:-127	Velo:-127	Velo:20	
Dura:100	Dura:100	Dura:100	Dura:100	Dura:100	
Beat:1/16	Beat:1/16	Beat:1/16	Beat:1/16	Beat:1/16	
Remove				Insert	Add
					Back

Try This!
To hear a kick on the 1 of each beat, set Zone1 Velo to 0 (or more) on steps 1, 5, 9, & 13

USING THE STEP SEQUENCER:

- Each drum sound has its own step sequencer assigned to a zone. The zone corresponds with the drum enable switch. **For example:** zone 1 is the step sequencer for the bass drum and zone 2 is the step sequencer for the snare drum.
- When Arp Mode is changed from Classic to StepSeq the **Arp2 Page becomes a step sequencer.**
- The initialized Drum Machine Multi has 16 steps to emulate the classic XOX-style drum machine.
- The initialized template has all of the steps turned off (the velocity is -127).
- To turn on a step, enter 0 as the velocity value. To add an accent to the step, use a velocity of 1 through 127.
- Bonus tip! Make a less repetitive, 32 step pattern by adding 16 more steps with the add button.**
- Bonus tip! You can change the drum sound in the KeyVel page by changing the transpose value. Count from C4 (C4=0) to select a different kit sound.**