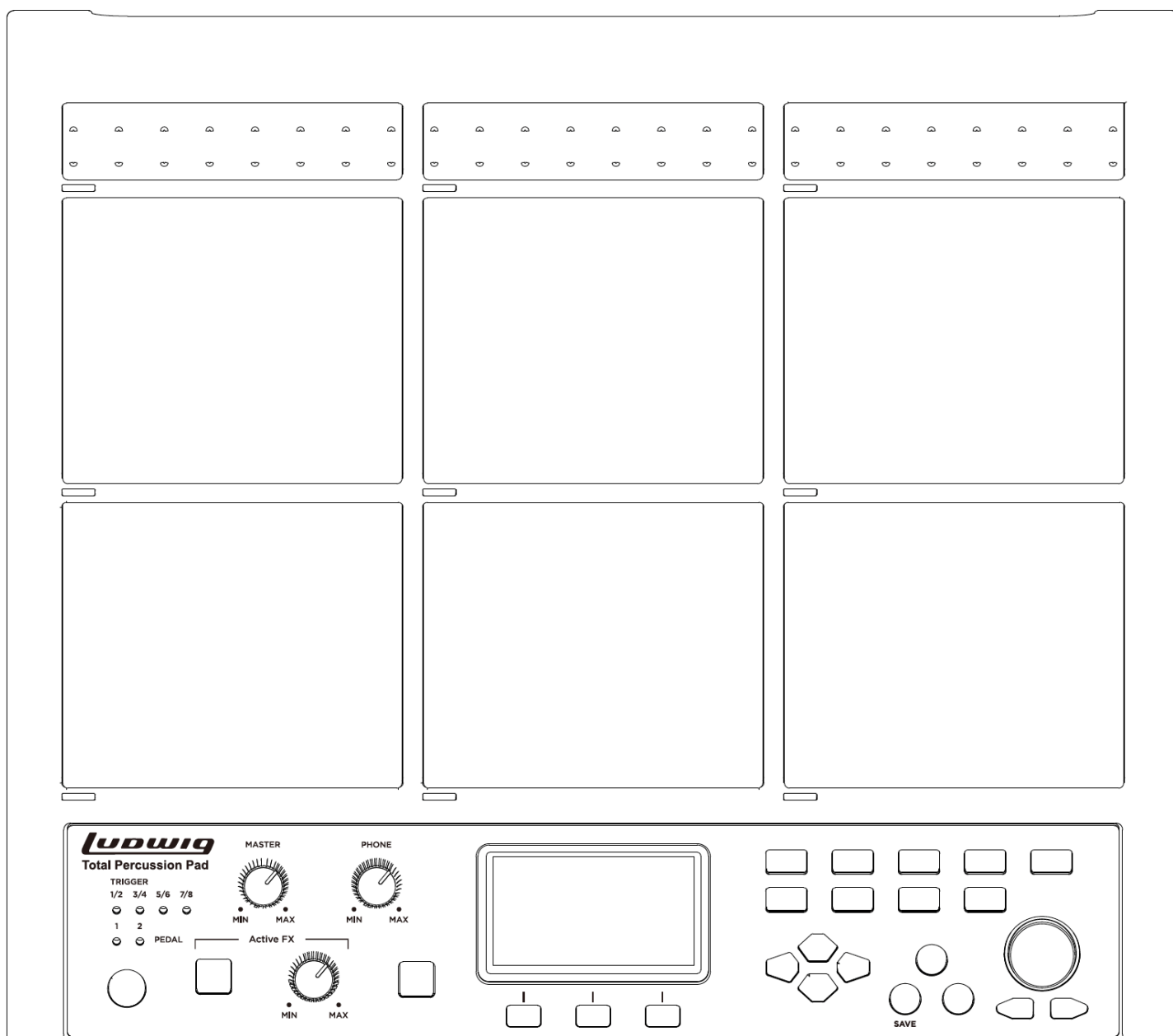




Power Supply

Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine microwave oven, or air conditioner), or that contains a motor. Power supply noise may cause this product to produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

The AC adapter will begin to generate heat after long hours of consecutive use. This is normal and is not a cause for concern. Always inspect the connections on the power supply for damage.

Before connecting this unit to other devices, turn down the input to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

PLACEMENT

Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the location farther away from the source of interference.

Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call. Should you experience such problems, you should relocate such wireless devices, so they are at a greater distance from this unit or switch them off.

Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes for long periods of time. Excessive heat can deform or discolor the product.

When moved from one location to another where the temperature and/ or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition, before using the unit. you must allow it to stand for 15 minutes, until the condensation has completely evaporated.

MAINTENANCE

For everyday cleaning, wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

ADDITIONAL NOTES

Please be aware that the unit's memory can be irretrievably lost because of a malfunction based on improper operation of the unit.

Please take care when using the unit's buttons or other controls, and when using its jacks and connectors. Rough handling can lead to malfunctions.

Never strike or apply strong pressure to the display.

When connecting/disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

Sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.

When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use a proper case.

Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear.

Note - This product can utilize a USB Thumb Drive.

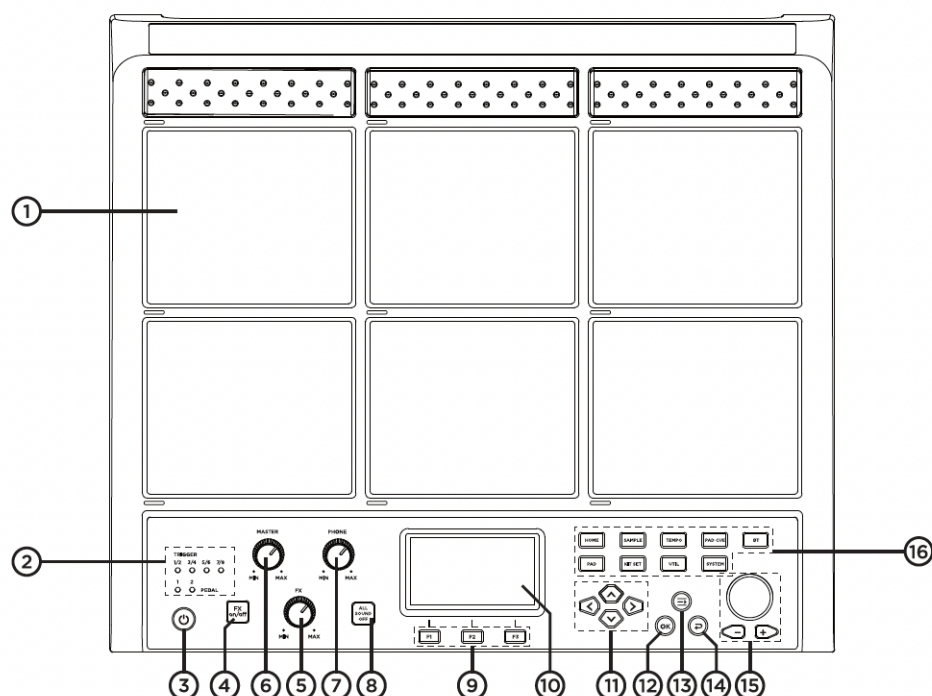
- For best speed results use USB3+ speed formatted in FAT 32.
- All major brands work. Avoid nameless USB Thumb Drives.
- Wave sample import uses 16bit 48kHz
- This is covered on page 25 of this User Manual.

Most importantly, Have Fun!

Table of Contents

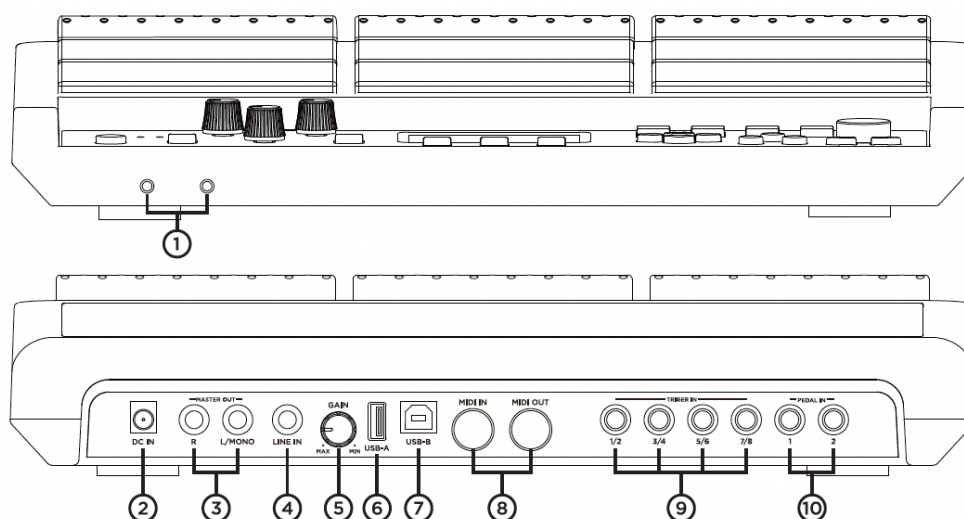
1. Top and Rear Panel	Page 5
2. Quick Use	Page 7
3. Home Screen	Page 8
4. Pad Screen	Page 9
5. Kit Screen	Page 13
6. Chain	Page 19
7. Click	Page 17
8. Pad Cue	Page 17
9. BT	Page 17
10. UTIL	Page 18
11. System	Page 20
12. Format USB Disk	Page 25
13. Appendix	

Top



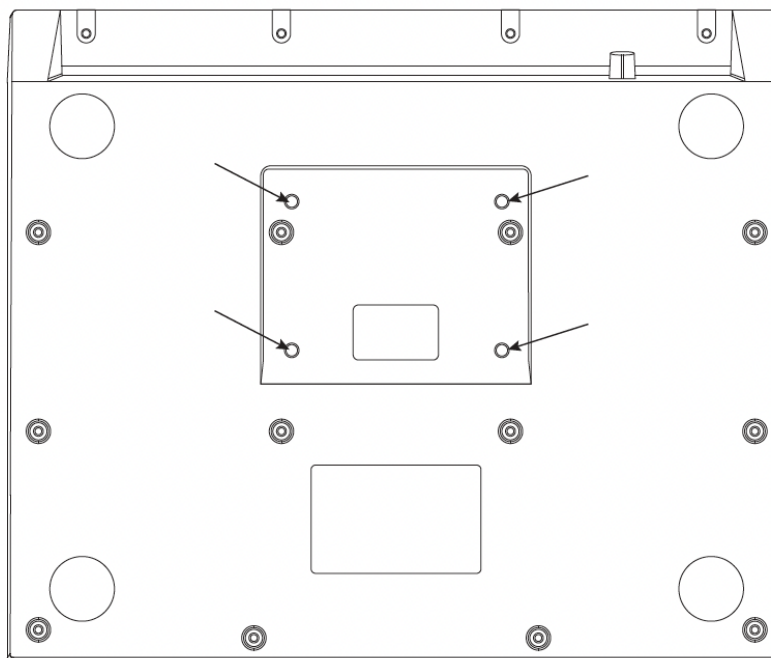
- ① **PAD TRIGGERS** When struck, the pads corresponding LED will illuminate. Each pad has an individual number which will be shown within the menu when editing settings.
- ② **TRIGGER/PEDAL LED INDICATORS** illuminates when external triggers and pedals are used, they are connected via the inputs on the rear panel.
- ③ **POWER BUTTON.** Turns the Total Percussion Pad on and off. Press to turn on, hold for three seconds and release to power off.
- ④ **FX on/off.** Turns the Active FX on and off.
- ⑤ **FX KNOB** The rotary knob for "real-time" Active FX.
- ⑥ **MASTER VOLUME** To adjust the volume of sounds from MASTER OUT(audio output jack).
- ⑦ **PHONE VOLUME** To adjust the volume of sounds from PHONE (headphone output jack).
- ⑧ **ALL SOUND OFF** Stop all current sounds.
- ⑨ **[F1/F2/F3] FUNCTION BUTTONS** To perform the options or menus at the bottom of the display.
- ⑩ **LCD DISPLAY** To displays the menu, parameters and values of the UNIT.
- ⑪ **NAVIGATION BUTTONS** Use these buttons to move the cursor on the display.
- ⑫ **OK BUTTON** The operation / save button.
- ⑬ **MENU BUTTON** To open the shortcut menu in PAD page or KIT SET page.
- ⑭ **RETURN BUTTON** Return to the upper-level menu.
- ⑮ **Data Dial & [-]/[+] BUTTON** Use to quickly decrease and increase values as well as to scroll through multiple selections.
- ⑯ **BT BUTTON** The Bluetooth function.

FRONT and REAR



- ① **HEADPHONES** 1/8" output jack for connecting headphones.
- ② **DC INPUT** Used to connect to mains power. Only use the included PSU.
- ③ **MAIN OUT** Main output jacks of the UNIT. Connect via 1/4" cables to your mixer, interface or amplifier. When using one cable (for mono output), insert your cable into L/MONO output. Connecting two cables sends separate left and right audio signals down each cable, giving you stereo output.
- ④ **LINE INPUT** It is the jack for external audio input /MIC input, such as mobile phones, MP3 or CD players, etc.
- ⑤ **GAIN KNOB** Control the gain of the external audio input
- ⑥ **USB-A** It is a U disk thumb drive. You can update the system through the USB flash drive, you can also import and export samples, sound kits and parameter settings. Format is FAT32. Used USB3 speed or higher.
- ⑦ **USB-B** It is a jack for USB-MIDI, to connect a PC for MIDI signal transmission.
- ⑧ **MIDI IN/OUT** It is used to connect an external MIDI device.
- ⑨ **TRIGGER IN** External trigger inputs. All are dual channel. 1/2 and 3/4 are used for connecting a dual zone trigger pad. 5/6 and 7/8 can be used for connecting a dual zone cymbal.
- ⑩ **PEDAL IN** Controller pedal input jacks.

BOTTOM



The UNIT can be played flat on a desktop or placed on the most common snare drum stands. We also include an industry standard mounting bracket for use with most multi-clamps. (Indicated above with arrows.)

Note: When using the Total Percussion Pad, please keep the unit stable when playing to avoid crosstalk.

USER GUIDANCE

To prevent damage to your hearing, speakers, and other audio equipment, set the volume dial to zero and have the power off before connecting to any other equipment.

QUICK USE

Connect the power supply, audio equipment, etc., according to the panel instructions.

Press the power button to turn on. After entering the “HOME” screen, you can use the [Data Dial] or [-]/[+] buttons to switch presets.

Note * Long Press is used on some of these buttons for detailed parameters. Details are in this manual.

After the performance, set the volume dial to zero and long press the Power Button to turn off.

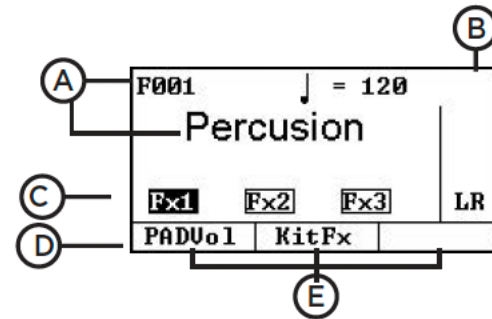
HOME SCREEN

The Total Percussion Pad boots into the Home Screen.

You can get to this at any time by pressing the **HOME** button.

- (A)** There are 20 Factory (F) and 80 User (U) presets.

Use Data Dial or [-]/[+] buttons to switch between different sound kits.



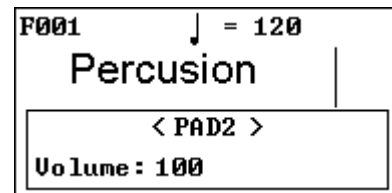
- (B)** Output audio levels **(C)** Visual status of the three effects channels.

- (D)** Display of Function button parameters. **(E)** Function buttons to select additional parameters listed.

F1 is the pad volume. (the mix of Wave A and Wave B)

Strike a pad and use the data dial to adjust.

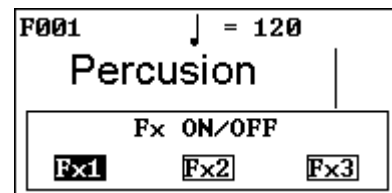
Press Home or the  button to exit this screen and return to **HOME**.



F2 is to activate the Kit effects.

Press the Function buttons to activate and deactivate.

Solid background = active.

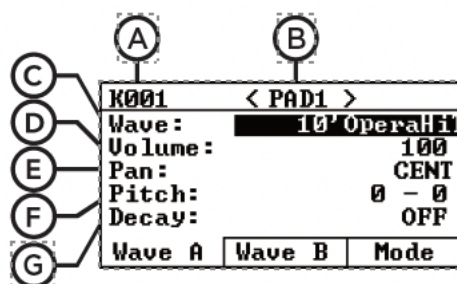


Press Home or the  button to exit this screen and return to **HOME**.

PAD SCREEN

You can edit each pad/external pad/ foot switch at any time by pressing the **PAD** button.

- (A) Indicates the preset number.
- (B) Displays the pad being edited. Striking any pad will cause the interface to follow.



Use the Navigation buttons to select a parameter and the Data Dial to adjust.

- (C) The current wave file. Turning the data dial will bring up a full list of sounds available.
Press the Return button  to return to the **PAD** screen.
- (D) The volume of that wave selected.
- (E) The panning from Left to Right.
- (F) Pitch. The left number is **semitone**., +/- 12. The right number is **fine tuning**. +/- 50. (0 is default).
- (G) Decay. In simple terms, raise the value to shorten the sound.

Note.** Remember that you have two wave files for each pad! Use F1 and F2 to select.

F001 < PAD2 >	
Wave:	EBassdrum-02
Wave Volume:	100
Pan:	CENT
Pitch:	0 - 0
Decay:	OFF
Wave A	Wave B Mode



F001 < PAD2 >	
Wave:	EBassdrum-02
Wave Volume:	100
Pan:	CENT
Pitch:	0 - 0
Decay:	OFF
Wave A	Wave B Mode

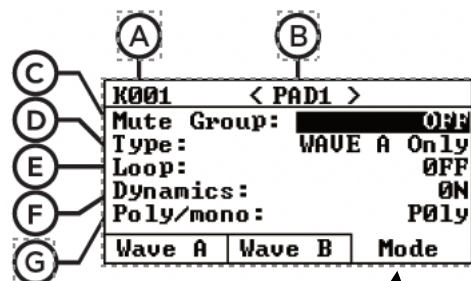


Press **F3** to enter the **Mode** parameters. This is used to edit the way the pad functions in performance.

- (A) Shows the current preset. (B) Indicates the pad selected.

The parameters follow the last pad stuck.

Can also use navigation arrows to change pad, external or foot switches to edit.



- (C) **Mute Group**. When pads of the same group are triggered one after another, the sound of the first pad will stop immediately and the sound of the current pad struck will be played.

- (D) **Type** is the trigger function parameter:

- **Wave A Only**
Only the sound selected by Wave A will be played.
- **Wave B Only**
Only the sound selected by Wave B will be played.
- **Simultaneously**
Plays Wave A and Wave B at the same time.
- **Velocity Switch**
Plays Wave A or Wave B depending on the velocity of player.
- **Round Robin**
At this mode, play Wave A or Wave B alternately.
- **MIX**
This function adds Wave B at the chosen velocity chosen.
- **FADE**
Like Mix, except that it blends in the sound with a fade at the chosen velocity point.

(E) Loop, Trigger or Velocity. This will change depending on the **Type** chosen above.

Loop: When the PAD trigger type is Wave A/B Only, you can select Off, x2, x4, x8, Infinite to loop the chosen sounds.

OFF: Loop is disabled

Infinite: Infinite loop with each pad strike turning the loop on or off.

Trig

When **Shot** is selected, Wave A and B will play simultaneously when a pad is triggered.

When **Alt** is select, Wave A plays on first strike. The sound will be stopped, and Wave B will sound when the pad is hit again. This cycles with each additional strike of the pad.

Velocity

The higher the value, the greater the strength required to trigger Wave B.

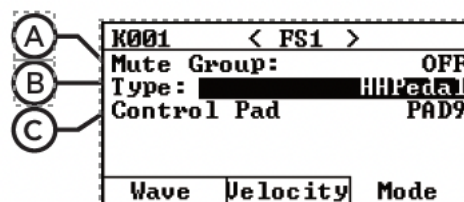
(F) Dynamics

Strength detection switch. When turned OFF, the pad will output the sound at the maximum value; when turned ON, the pad will output the corresponding sound according to the performance velocity.

(G) Poly/mono

Poly is selected, when the same pad is hit continuously, the sound will fully ring out. When **Mono** is selected, the following strike will immediately stop the previous pad sound and play the sound again.

Foot Switch (FS) Pad mode used for the two FS inputs on the rear panel.



(A) Mute Group. When pads of the same group are triggered one after another, the sound of the first pad will stop immediately and the sound of the current pad struck will be played.

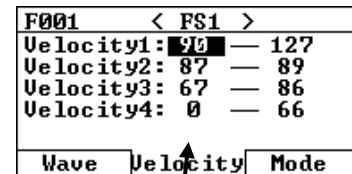
(B) Depending on the selected **Type**. FS1/FS2 will play differently. For example, selecting Wave A Only and pressing the pedal plays the sound of Wave A. releaseing plays Wave B. HH Pedal combined with a selected will control the sound of the selected pad. To switch through open to closed HH samples.

- When the HH Pedal type is selected, press the [F1] button to switch to the Wave page. This menu can adjust the pedal in different velocity ranges. The linked trigger will play the sound of that range. HH Pedal is the sound played when the pedal is pressed.

F001 < FS1 >		
HH Wave1:	Bloc_Rd1	
HH Wave2:	Bloc_HHCH	
HH Wave3:	Bloc_HHCH	
HH Wave4:	Bloc_Rd1	
HH Padel:	Bloc_SRX	
Wave	Velocity	Mode

Use Navigation buttons and Data Dial to adjust.

When Velocity is in HH Pedal type, press the [F2] button to switch to the Velocity page. This menu can adjust the pedal velocity range.

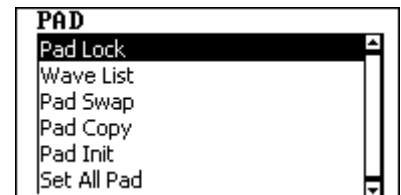


F001		< FS1 >	
Velocity1:	90	—	127
Velocity2:	87	—	89
Velocity3:	67	—	86
Velocity4:	0	—	66
Wave	Velocity	Mode	

C The pad controlled by the current pedal.

While in **PAD SCREEN** a list of special functions can be accessed by pressing the **List** button. 

Use the Navigation buttons to scroll to a parameter and the Data Dial to edit.



PAD
Pad Lock
Wave List
Pad Swap
Pad Copy
Pad Init
Set All Pad

Pad Lock

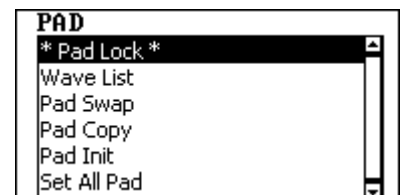
Press [OK] to turn on/off the trigger lock function. After turning it on, the trigger only supports to use [<]/[>] to switch the pad trigger. The "*" symbol indicates that it is turned on.

Wave List

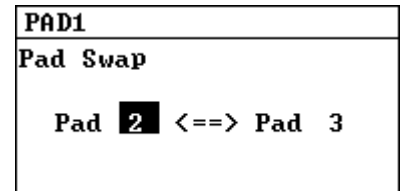
Preview the sound list.

Pad Swap

This function can exchange the PAD setting parameters of two pads.



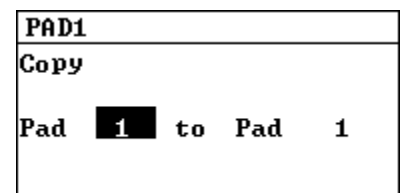
PAD
* Pad Lock *
Wave List
Pad Swap
Pad Copy
Pad Init
Set All Pad



PAD1
Pad Swap
Pad 2 <=> Pad 3

Pad Copy

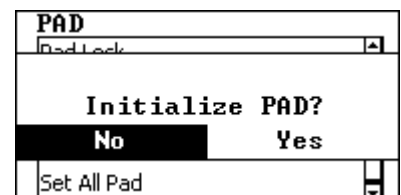
With this function you can copy the PAD setting parameters of the selected pad trigger to another pad trigger.



PAD1
Copy
Pad 1 to Pad 1

Pad Init

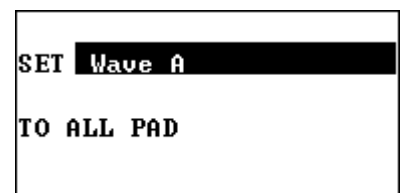
Initializes the trigger PAD settings.



PAD
Pad Lock
Initialize PAD?
No Yes
Set All Pad

Set All Pad

Copies the PAD settings selected before opening this shortcut menu to all pad triggers in the current preset.



SET Wave A
TO ALL PAD

KIT SCREEN

These are all the **F1** Common parameters.

(A) Preset

Please select the Preset you want to edit on the **HOME** screen.

(B) Kit Volume

(C) Kit Tempo

(D) PAD Link

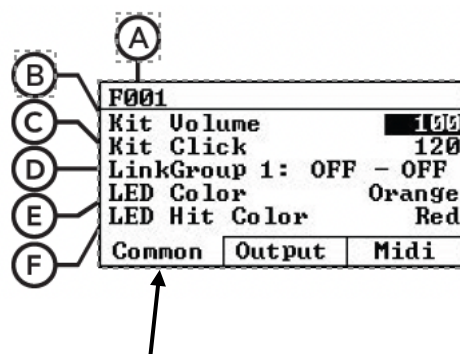
Five Pad Link groups can be created. Set a PAD to any other pad, including 8 external triggers, 2 pedals and onboard 9 pads.

(E) LED Color

Sets the light color when the current sound kits PAD is silent.

(F) LED Hit Color

Set the lighting color when the pad of the current preset is triggered.



Note All light settings are global and just for visual reference only.**

F2 Output

(A) Preset

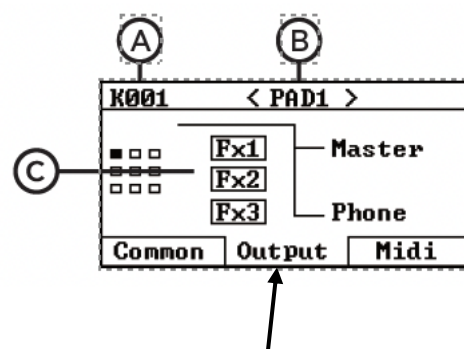
The number indicates the number of the tone kits currently being edited. Please select the sound kits you want to edit on the **HOME** page.

(B) Trigger

Indicates the currently selected trigger. Use Data Dial to connect the line to the output.

(C) Effect Path

Turn the parameter knob or use the [+] / [-] buttons to switch the path of the current trigger, including the choice of Kit Effect. Each trigger represented by the grid on the left must be assigned through one of the three effects path if you wish to use them.

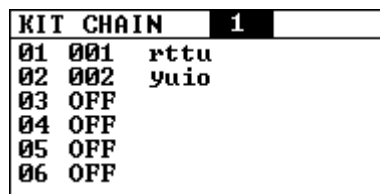
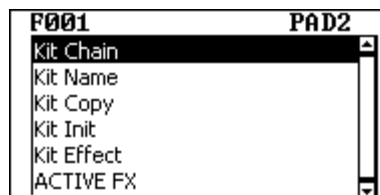


While in **KIT SCREEN** a list of special functions can be accessed by pressing the  **List** button.

Kit Chain

Turns the KIT CHAIN function on/off, and supports up to eight Kit Chains, each of which can add up to 20 presets. After selecting a Kit Chain group, you can customize the order of up to 20 presets; when you return to the HOME interface, the Kit Chain group will be displayed, and each time you switch the sound kit, it will switch in the set order.

This is also accessible from the **Chain** button.



Kit Name

Used for naming and renaming a **User Preset**.

Use the CURSOR buttons to select characters.

Use the [F1] key to type characters according to the instructions at the bottom of the screen. Use the [F2] key to delete characters. When finished, press [F3] to save the characters.

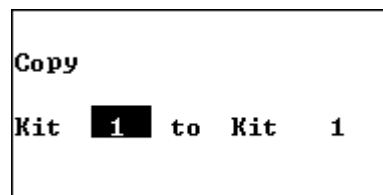
Press the  return key to exit the current operation.



Kit Copy

Use the  button to enter the kit copy page.

You can select a kit to copy to another kit. If the kit to be overwritten has already been assigned a kit sound, you will be prompted whether to overwrite it.

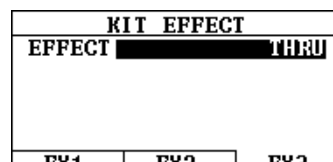
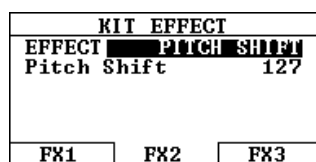
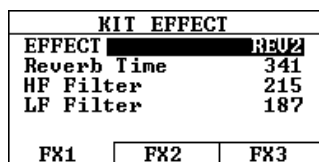


Kit Init

Press the  button to initialize the sound kits immediately and clear all settings of the current sound kits. Please operate with caution.

Kit Effect

Users can configure up to 3 effects for the current sound kit, Use [F1]/[F2]/[F3] to switch effects.



Use Navigation buttons and Data Dial to edit the parameters.

Active FX

The user can select an **Active FX** to assign to the Preset.

You can also choose a parameter of a selected effect, which can be quickly modified by turning the FX knob.

ACTIVE FX	
MASTER	DELAY
LEVEL	102
DELAY TIME	211
Damping	102
FX:LEVEL	

Use the Navigation buttons to highlight the parameter to use with real-time control at the bottom of the screen. Press  the Return button to go back to the main page.

MIDI

- A** Shows the current preset. **B** Indicates the pad selected.
- C** MIDI channel for the pad. **D** MIDI Note Number for the pad.
- E** External Control setting
- F** Gate – This allows you to set the length of the MIDI note.
Very useful if using MIDI to control a synth.

A	K001	B	< PAD1 >
C	PAD CH		1
D	MIDI NOTE#		50
E	EXT CTRL		OFF
F	GATE		OFF
	Common	Output	Midi

MIDI IMPLEMENTATION CHART

Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16, OFF	Saved to preset
Mode	Mode 3	Mode 3	
Note Number	0-127, OFF	0-127, OFF	Saved to preset
Velocity	Note On Note Off	O 99H, v = 1-127 O 89H, v = 0	
After Touch	X	X	
Pitch Bend	X	X	
Control	O	O	
Program Change : True Number	O	O	
System Exclusive	O	O	
System Common : Song Position	X	X	
System Common : Song Select	X	X	
System Common : Tune Request	X	X	
System Real Time : Clock	X	X	
System Real Time : Commands	X	X	
Aux Message : All Sound Off	X	X	
Aux Message : Reset All Controllers	X	X	
Aux Message : Local On/Off	X	X	
Aux Message : All Notes Off	X	X	
Aux Message : Active Sensing	O	O	
Aux Message : System Reset	X	X	

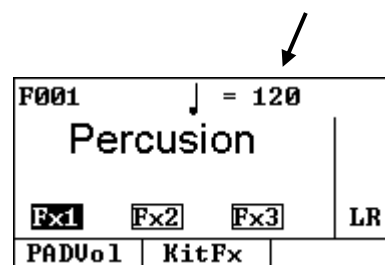
Mode 3 : OMNI OFF, POLY

O : Yes
X : No

CLICK BUTTON

Pressing the **CLICK** button will start and stop the click at the tempo displayed on the screen.

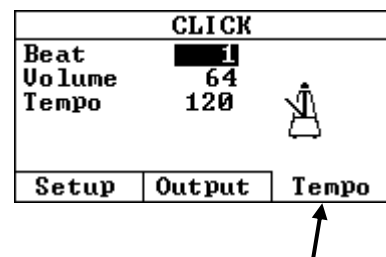
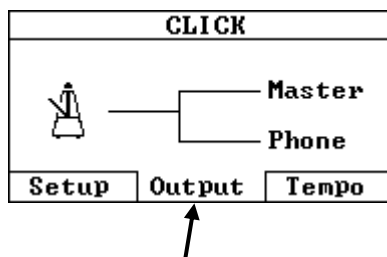
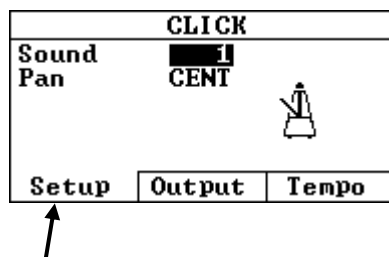
While playing, this button will blink.



To edit, use a **Long Press** on the **CLICK** button to enter the edit mode.

Use the up and down Navigation buttons to select a parameter. Use the Data Dial to change the value

Pay attention to the Function buttons for all three Click screens.



Press the Return button to  exit.

Press  to save to the preset.

PAD CUE BUTTON

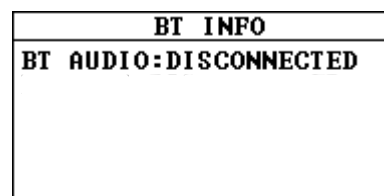
This button allows you to preview a sound in the headphones. Press and hold the  button and hit the pad. Main outputs are muted. This is very helpful if you forget which pad has the sound you need.

Bluetooth (BT)

Press this button and it will blink when in pairing mode.

It will stay lit when connected.

Setup is in the **SYSTEM** section.



UTIL SCREEN

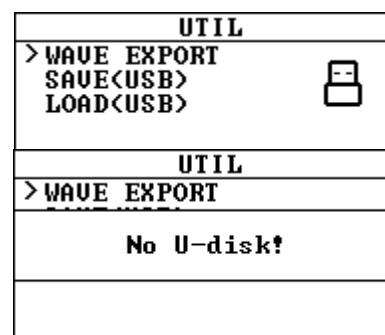
This menu is used to import or export sounds, settings, kit configurations, etc.

Note** This product supports USB flash drives. Best results use USB3.2+ speed formatted in FAT32. If the USB flash drive is not formatted or connected correctly, it will show "NO U-disk" when trying to use these functions.

See page 26 for instructions on how to format the USB Disk.

TPP supports 16bit /48KHz, stereo wave files.

Note** The APP supports most major audio file types and converts the files for use in the TPP.



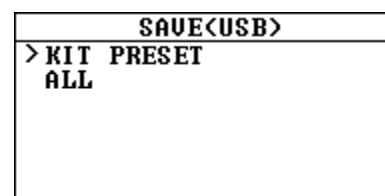
A WAVE EXPORT is only available for User Content. Factory Content cannot be exported. To export a single sound file, press the **OK** button to jump to the sound list, select the sound file to be exported, and press the [OK] button again. The Wave file will be saved to the USB flash drive.



B SAVE (USB) Press the **OK** button to enter the export option page, generate a file according to the options and save it to the USB flash drive.

KIT - Exports the contents of a single kit (including the kit and configuration parameters. Use the [-]/[+] buttons to select the kit to be exported and press the [OK] button to confirm.

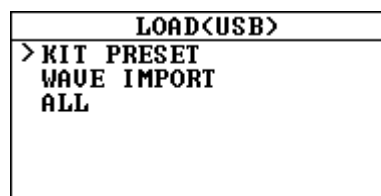
ALL - Exports all kit contents and global parameter settings.



C LOAD (USB) Press the **OK** button to enter the import options page.

KIT Reads KIT files from a directory made by the User.

Folders in the FAT32 USB key – Create a Load folder with a Kit folder inside that. This is where you place the KIT files.



This works hand in hand with saved Kit files exported by the Total Percussion Pad, as well as files created in the included APP.

Use the navigation buttons to select the drum kit to be imported. Use the [-]/[+] buttons to select the kit number to be imported (this operation will overwrite the original kit setting). Press the **OK** button to confirm.

WAVE IMPORT (Files must be 16bit / 48kHz)

Use navigation buttons to select the sound file to be imported and press the [OK] key to import.

When a sound file is selected, you can press the **List** button



button

Successful WAVE import will result in this screen.

1	WAVE IMPORT
>	CLAVE1.WAU
	COWBELM.WAU
	IMPLUS.WAU
	MACHINE.WAU
	TOM.WAU

2	WAVE IMPORT
	CLAVE1.WAU
	Save Successfully!
	TOM.WAU

Note** Use the included APP on your computer to add audio files. It converts many file types to the proper format for use in the Total Percussion Pad.

ALL – Import all the sound kits contents and global parameter settings stored in the USB flash drive.

CHAIN BUTTON

The Chain function is used to create set lists.

You can have eight “Chains” with 20 presets each.

Note** You can access this from the **CHAIN** button and in the System menu (pg 22)

When you activate the use of a Chain, the **HOME** screen will change to show the Chain number.

Scrolling the Data Dial will now follow the order of presets in the Chain.

This shows KC1-01. That is **Kit Chain #1** and the preset in the order you chose.



F001		J = 120	
Percussion			
KC1-01			
Fx1	Fx2	Fx3	LR
PADUo1	KitFx		

To leave Chain mode, Press the **CHAIN** button and turn KIT CHAIN to off.

SYSTEM BUTTON

The **System** button brings up a list of functions and parameters.

SYSTEM	
> ACTIVE FX	
CLICK	
AUDIO IN/OUT	
KIT CHAIN	
PAD/FS CTRL	
MIDI	

Active FX –

Master – This is the effects type

Parameters – Up to three parameters will be displayed depending on the FX unit chosen.

FX – At the bottom is the parameter chosen for real time control.

Use Navigation buttons and Data Dial to edit this page.

Press **OK** to save or Press the return key **↩** to go back to the main **System** page..

ACTIVE FX	
MASTER	DELAY
LEVEL	102
DELAY TIME	211
Damping	102
FX:LEVEL	

CLICK

Note** This page is also accessible by a long press on the dedicated **CLICK** button

Use the up and down Navigation buttons to select a parameter. Use the Data Dial to change the value.

Pay attention to the Function buttons for all three Click screens.

CLICK	
Sound	1
Pan	CENT
Setup	Output Tempo

CLICK	
	Master
	Phone
Setup	Output Tempo

CLICK	
Beat	1
Volume	64
Tempo	120
Setup	Output Tempo

AUDIO IN/OUT – This is the audio levels for Bluetooth and the Audio Input on the rear panel.

AUDIO IN/OUT	
Audio In Volume	64
BT Audio Volume	64
Volume	

PAD/FS CTRL - This menu can set the trigger as a special function.
Use the navigation buttons or the strike the trigger you want to set to switch; Use the Navigation buttons and Data Dial to select the special function type.

PAD/FS CONTROL	
PAD1	OFF
PAD2	kit Inc
PAD3	Click
PAD4	FX On
PAD5	FX Off
PAD6	Pad Check

Off – No special features.

Kit Inc – Switches to the previous Preset.

Kit Dec – Switches to the next Preset.

Click – Use a pad to start and stop the **CLICK**.

Tap Tempo Sets – The pad can be struck four times to set the tempo of the **CLICK**.

All Sound Off – Turn off all sounds. This is the same function as the dedicated **ALL SOUND OFF** button.

Active FX – Turns the Master Effect on/off.

Kit FX 1/2/3 – Quickly turn on/off effects 1/2/3.

Press **OK** to save or Press the return key **↩** to go back to the main **System** page..

MIDI

Global MIDI setting.

Use [F1] and [F2] to switch pages.

Use the Navigation buttons to select the parameter type and the Data Dial to edit the parameter.

MIDI	
GLDBAL CH	10
EXT CTRL	OFF
SOFT THRU	OFF
SETUP	CC#CTRL



MIDI	
PC SW	OFF
CC SW	OFF
FX CTRL1 CC	0
SETUP	CC#CTRL



Press **OK** to save or Press the return key **↩** to go back to the main **System** page.

KIT CHAIN

Use Navigation buttons to scroll and the Data Dial to create a set list.

You can have eight set lists, each with 20 presets.

Chain lists will auto save.

KIT CHAIN			1
01	001	rttu	
02	002	yuio	
03	OFF		
04	OFF		
05	OFF		
06	OFF		

Press the return key  to go back to the main **System** page.

PAD SETUP

When using the **Foot Switch**, you can set the position of the pedal.

SETUP < FS1 >		
HH OPEN		50
HH CLOSE		10
PAGE 1 PAGE 2		



Pads

SENSITIVITY – Adjusts the sensitivity of the trigger.

MASK TIME – Adjust the time interval between two triggers of the same pad to prevent false triggers. If the second tap force is greater, the mask time will no longer take effect.

SETUP < PAD2 >		
SENSITIVITY	15	
THRESHOLD	15	□ ■ □
MASK TIME	15	□ □ □
RETRIG LEVEL	5	□ □ □
ANTI CROSS	5	
PAGE 1 PAGE 2		



Note** setting the sensitivity too high results in extra triggering you may not want. If Mask time is too high, you will miss notes. Make small adjustments at a time for optimal performance.

RETRIG LEVEL – This setting will adjust the velocity range allowed between two triggers of the same.

ANTI CROSS – Parameter specifically designed to deal with crosstalk between multiple pads.

DYNAMIC – This setting is to fine tune the dynamic response. 0 is off and all strikes generate a max signal.

SETUP < PAD2 >	
DYNAM	5
CURVE	Linear
☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐	
PAGE 1	PAGE 2



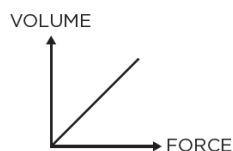
CURVE – Please see below for the different dynamic curves available.

SETUP < TRIG1 >	
DYNAM	5
CURVE	Linear
TYPE	DRM16208
☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐	
PAGE 1	PAGE 2

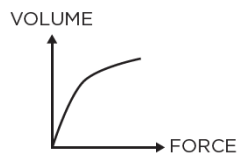


The four different curves respond to different playing styles.

Linear



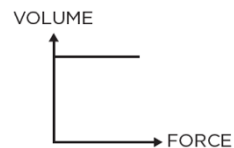
Log



EXP



MAX



Type – These are presets that have been engineered to offer you settings that are dialed in to work with many different pads.

LCD/LED

LCD Contrast – This is for screen definition.

LED Type – There are three lighting styles for the way the pads respond.

Tempo Indicate – **CLICK** button flash with Tempo on / off.

LCD/LED	
LCD Contrast	10
LED Type	1
Tempo Indicate	ON
SETUP	

Press **OK** to save or Press the return key **↩** to go back to the main **System** page.

BT INFO

Visual confirmation when connected with an external devise.

“Ludwig TPP” is what the external device will see.

BT INFO
BT AUDIO:DISCONNECTED

Press the return key **↩** to go back to the main **System** page.

OPTION

This menu is used reset functions, check version and update the Total Percussion Pad.

F1 – Reset Global restores **System** settings to factory original.

Factory resets the presets.

OPTION
> RESET GLOBAL FACTORY RESET
RESET UPDATE VERSION

F2 – Is used to update the product.

The update file is placed in the Update folder. The next screen is to confirm.

OPTION
> UPDATE
RESET UPDATE VERSION

OPTION
> UPDATE Updating Program?
No Yes
RESET UPDATE VERSION

F3 – Shows the current Version information.

OPTION
SYN 503 DETECT DD0.16 GD SHOW 1.29C_T3 CH FILE 1.28C
RESET UPDATE VERSION

Press **OK** to save or Press the return key **↩** to go back to the main **System** page.

Format USB Disk

The Total Percussion Pad uses FAT32 format.

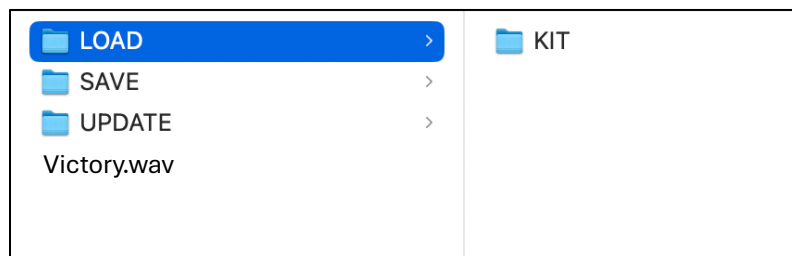
Below is an image of a proper file structure that you will need to create:



Add the folders above to the root directory.

NOTE** The **LOAD** folder must also contain a **KIT** folder.

Adding audio samples in 16bit / 48kHz – simply put them in the root Directory



The structure above is key. This will allow for operations to load and save, as well as when you use the included APP.

The **LOAD** folder is used to place KIT.ALL files created in the APP to load into the Total Percussion Pad. Use the **KIT** folder inside.

The **SAVE** folder is the location the Total Percussion Pad uses to save data when working inside the hardware. Those files can be opened in the APP.

The **UPDATE** folder is where you will put update files when the Total Percussion Pad has a free update provided to all users.

Appendix

Kit Effects include: Direct Through (no effect) Delay - Level - Delay Time - Damping Rev 1 - Reverb Time - HP Filter - LF Filter Rev 2 - Reverb Time - HP Filter - LF Filter Plate - Reverb Time - HP Filter - LF Filter Gate - Decay - Pre-delay - Damping PA Vocal - Decay - Pre-delay - Damping Chorus - Depth - Width - Rate	Active FX include: Direct Through (no effect) Delay - Level - Delay Time - Damping Echo Pitch - Pitch Shift - Echo Delay - Echo Mix Pitch Shift - Pitch shift amount Ping Pong (delay) - Delay - Feedback Rev 1 - Reverb Time - HP Filter - LF Filter Rev 2 - Reverb Time - HP Filter - LF Filter Spring Verb - Reverb Time - Diffusion - Filter Plate - Reverb Time - HP Filter - LF Filter	Gate - Decay - Pre-delay - Damping PA Vocal - Decay - Pre-delay - Damping Chorus - Depth - Width - Rate Flanger - Delay - Width - Rate Rev Tremolo - Reverb Mix - Tremolo Rate - Tremolo Rev Flanger - Reverb Mix - Flanger Rate - Flanger Mix Rev Chorus - Reverb Mix - Chorus Rate - Chorus Mix
--	---	---

Sample ##	Sound	Sample ##	Sound
1	78Kick	334	EP_eHaultHard
2	808Long	335	EP_eHaultHi
3	808Short	336	EP_eHeart
4	909High	337	EP_eHit1
5	909Low	338	EP_eHit2
6	Abfarad_Kick	339	EP_eHit3
7	Anabolix_Kick	340	EP_eHit4
8	Banger	341	EP_eHit5
9	Baryon_Kick	342	EP_eHit6
10	BD_AcrylicKick_1	343	EP_eHit7
11	BD_AcrylicKick_2	344	EP_eHit8
12	BD_Birch22	345	EP_eMaracas1
13	BD_BM22	346	EP_eMetal1
14	BD_DWM22	347	EP_eMetal2
15	BD_Felt20	348	EP_eMetal3
16	BD_Gre20_1	349	EP_eMetal4
17	BD_Gre20_2	350	EP_eMetal5
18	BD_Gre22_1	351	EP_eMetal6
19	BD_Gre22_2	352	EP_eMetal7
20	BD_GreTBiss22	353	EP_eMetal8
21	BD_Italian18	354	EP_eMetalHit
22	BD_Italian22	355	EP_eNoise1
23	BD_JazzMaple18	356	EP_eNoise2
24	BD_Kick70s	357	EP_eNoise3
25	BD_LeedBig26	358	EP_eRes1
26	BD_Lud26	359	EP_eRes2
27	BD_Maple20	360	EP_eRes3
28	BD_Maple22_1	361	EP_eShak
29	BD_Maple22_2	362	EP_eTamb1 1
30	BD_NCMaple22_1	363	EP_eTamb1
31	BD_NCMaple22_2	364	EP_eTamb2
32	BD_Oak22_1	365	EP_MetalBeat
33	BD_Oak22_2	366	EP_Pyon
34	BD_Oak22_3	367	EP_R8Clap
35	BD_OAK24	368	EP_Scratch1
36	BD_OldRock24	369	EP_Scratch2
37	BD_P22	370	EP_Scratch3
38	BD_PopKick1	371	EP_Scratch4
39	BD_PopKick2	372	EP_ShapBass1
40	BD_Processed_01	373	EP_ShapBass2
41	BD_Processed_02	374	EP_ShapBass3
42	BD_Processed_03	375	EP_ShapBlip1
43	BD_Processed_04	376	EP_ShapBlip2
44	BD_Processed_05	377	EP_ShapBlip3
45	BD_Processed_06	378	EP_ShapedH1
46	BD_Processed_07	379	EP_ShapedH2
47	BD_Processed_08	380	EP_ShapedH3
48	BD_Processed_09	381	EP_SuperLow
49	BD_Processed_10	382	EP_TrapClap1
50	BD_Processed_11	383	EP_TrapMelody
51	BD_Processed_12	384	EP_VerbyHit
52	BD_Processed_13	385	FX_Airplane1
53	BD_Processed_14	386	FX_Airplane2
54	BD_Processed_15	387	FX_Airplane3

55	BD_Processed_16	388	FX_AlienRay
56	BD_Processed_17	389	FX_Applause01
57	BD_Processed_18	390	FX_Applause02
58	BD_Processed_19	391	FX_Applause03
59	BD_Processed_20	392	FX_Applause04
60	BD_Processed_21	393	FX_Applause05
61	BD_Processed_22	394	FX_BabtCry2
62	BD_PSDW18	395	FX_BabyCry1
63	BD_RKing26	396	FX_BabyGrunts
64	BD_SlingKick	397	FX_BabyLaugh
65	BD_Studio22	398	FX_Bar01
66	BD_T22	399	FX_Bar02
67	BD_TrashKick1	400	FX_Bar03
68	BD_TrashKick2	401	FX_Bird
69	BD_WFL26	402	FX_BlackoutFX
70	BD_Wood20	403	FX_Bounce
71	BD_YamMap20	404	FX_Camera-01
72	BD_YamMap22	405	FX_CarEngStart1
73	BDe_ED80	406	FX_CarEngStart2
74	BDe_ED90	407	FX_CarHorn2
75	BDe_EK08	408	FX_CarHron1
76	BDe_HipHop	409	FX_Cat01
77	BDe_HouseBD_1	410	FX_Cat02
78	BDe_KSW5	411	FX_CheapAlarm
79	BDe_OCKick	412	FX_ClownBurt1
80	BDe_RedB	413	FX_ClownBurt2
81	BDe_Tech_1	414	FX_Crow
82	BDe_TrapB	415	FX_Crow01
83	BDe_TrapK	416	FX_Crow02
84	DBe_Beatbox	417	FX_Crow03
85	DBe_BigBeat	418	FX_Crow04
86	DBe_Body	419	FX_DNC1
87	DBe_ClubKick01	420	FX_DNC2
88	DBe_ClubKick02	421	FX_Dog01
89	DBe_ClubKick03	422	FX_Dog02
90	DBe_ClubKick04	423	FX_Dog03
91	DBe_ClubKick05	424	FX_Dog04
92	DBe_ClubKick06	425	FX_Dog05
93	DBe_ClubKick07	426	FX_Door-01
94	DBe_ClubKick08	427	FX_Drinking-01
95	DBe_Dance	428	FX_DropOut
96	DBe_DeadRat	429	FX_eKill1
97	DBe_Demolition	430	FX_eKill2
98	DBe_Dist01	431	FX_ElSaw
99	DBe_Dist02	432	FX_Emergency
100	DBe_Dub	433	FX_Energy-01
101	DBe_EDM1	434	FX_Energy-02
102	DBe_EDM2	435	FX_Energy-03
103	DBe_Electro80	436	FX_Energy-04
104	DBe_Equil	437	FX_Energy-05
105	DBe_Factor1	438	FX_ENG1
106	DBe_Factor2	439	FX_ENG2
107	DBe_Factor3	440	FX_ENG3
108	DBe_Factor4	441	FX_ENG4
109	DBe_Factor5	442	FX_Engine
110	DBe_Fear	443	FX_Explosion-01

111	DBe_Fighter_01	444	FX_FactorySiren-01
112	DBe_Fighter_02	445	FX_Fairies-01
113	DBe_Fighter_03	446	FX_Fairies-02
114	DBe_Fighter_04	447	FX_Fault1
115	DBe_Fighter_05	448	FX_Fault2
116	DBe_Fighter_06	449	FX_Fire-01
117	DBe_Fighter_07	450	FX_Fire-02
118	DBe_Fighter_08	451	FX_Flog01
119	DBe_Fighter_09	452	FX_FlogLoop01
120	DBe_Fighter_10	453	FX_FootstepsL1
121	DBe_Fighter_11	454	FX_FootstepsL2
122	DBe_Fighter_12	455	FX_FootstepsL3
123	DBe_Fighter_13	456	FX_FootstepsL4
124	DBe_Fire	457	FX_FootstepsR1
125	DBe_Fun_KS01	458	FX_FootstepsR2
126	DBe_Fun_KS02	459	FX_FootstepsR3
127	DBe_Fun_KS03	460	FX_FootstepsR4
128	DBe_Fun_KS04	461	FX_GrpLaugh1
129	DBe_Fun_KS05	462	FX_GrpLaugh2
130	DBe_Fun_KS06	463	FX_GrpLaugh3
131	DBe_Fun_KS07	464	FX_HClap01
132	DBe_Fun_KS08	465	FX_HClap02
133	DBe_Fun_KS09	466	FX_HClap03
134	DBe_GritHop	467	FX_HClap04
135	DBe_Halfl	468	FX_HClap05
136	DBe_HardnHvy	469	FX_HClap06
137	DBe_HardWelt	470	FX_HClap07
138	DBe_HarshSq	471	FX_HClap08
139	DBe_HipHop	472	FX_HClap09
140	DBe_Inclinatiion	473	FX_HClap10
141	DBe_Industrial	474	FX_Heartbeats-01
142	DBe_Inertia	475	FX_Helicopter
143	DBe_Linn9	476	FX_HiQ
144	DBe_Meson	477	FX_Horn-01
145	DBe_Microb	478	FX_HQ
146	DBe_Octopus	479	FX_Jail_Pc01
147	DBe_Oppor	480	FX_LaserGun1
148	DBe_Pixi	481	FX_LaserGun2
149	DBe_PriceDrop	482	FX_Laugh1
150	DBe_Sample01	483	FX_Laugh2
151	DBe_Sample02	484	FX_Laugh3
152	DBe_Sample03	485	FX_Laugh4
153	DBe_Sample04	486	FX_Laugh5
154	DBe_Sample05	487	FX_Launcher1
155	DBe_Sample06	488	FX_Launcher2
156	DBe_Sample07	489	FX_LrgAudience
157	DBe_Sample08	490	FX_MacMisfire
158	DBe_Sample09	491	FX_Magpie
159	DBe_Sample10	492	FX_Motor
160	DBe_Sample11	493	FX_Motorcycle
161	DBe_Sample12	494	FX_Noise
162	DBe_Sample13	495	FX_Owl 01
163	DBe_Sample14	496	FX_PcMan
164	DBe_Sample15	497	FX_PhonePad
165	DBe_Sample16	498	FX_PhoneVibra-01
166	DBe_Sample17	499	FX_PhoneVibra-02

167	DBe_Sky	500	FX_Picoon
168	DBe_Socks	501	FX_Pourwater
169	DBe_SynK_01	502	FX_Power-01
170	DBe_SynK_02	503	FX_Power-02
171	DBe_SynK_03	504	FX_Power-03
172	DBe_SynK_04	505	FX_PowerD-01
173	DBe_SynK_05	506	FX_PrisonSiren-01
174	DBe_SynK_06	507	FX_Psyun
175	DBe_SynK_07	508	FX_Punch-01
176	DBe_SynK_08	509	FX_ReverseChina
177	DBe_SynK_09	510	FX_ReverseCrash
178	DBe_SynK_10	511	FX_RingFx
179	DBe_SynK_11	512	FX_Scaner-01
180	DBe_SynK_12	513	FX_Schoolchime1
181	DBe_SynK_13	514	FX_Sea-01
182	DBe_SynK_14	515	FX_Shoot-01
183	DBe_SynK_15	516	FX_SmAudience
184	DBe_SynK_16	517	FX_SpaceGun1
185	DBe_SynK_17	518	FX_SpaceGun01
186	DBe_SynK_18	519	FX_SpaceGun2
187	DBe_SynK_19	520	FX_SpaceGun02
188	DBe_SynK_20	521	FX_SpaceGun03
189	DBe_SynK_21	522	FX_SpaceGun04
190	DBe_SynK_22	523	FX_SpaceGun05
191	DBe_SynK_23	524	FX_SpaceGun06
192	DBe_SynK_24	525	FX_Spiral
193	DBe_SynK_25	526	FX_Strange-bell-01
194	DBe_SynK_26	527	FX_Strangewave-01
195	DBe_SynK_27	528	FX_Strangewind-01
196	DBe_SynK_28	529	FX_Straw-01
197	DBe_SynK_29	530	FX_Straw-02
198	DBe_SynK_30	531	FX_Suspicion-01
199	DBe_SynK_31	532	FX_SwordFX_01
200	DBe_SynK_32	533	FX_SwordFX_02
201	DBe_SynK_33	534	FX_SwordFX_03
202	DBe_SynK_34	535	FX_SwordFX_04
203	DBe_SynK_35	536	FX_SwordFX_05
204	DBe_SynK_36	537	FX_SwordFX_06
205	DBe_SynK_37	538	FX_SwordFX_07
206	DBe_SynK_38	539	FX_SwordFX_08
207	DBe_SynK_39	540	FX_SwordFX_09
208	DBe_SynK_40	541	FX_SwordFX_10
209	DBe_SynK_41	542	FX_SwordFX_11
210	DBe_SynK_42	543	FX_SwordFX_12
211	DBe_SynK_43	544	FX_TapeRewind
212	DBe_SynK_44	545	FX_TapeStop
213	DBe_SynK_45	546	FX_TechPrec1
214	DBe_SynK_46	547	FX_TechPrec2
215	DBe_SynK_47	548	FX_TeknoFX1
216	DBe_SynK_48	549	FX_TeknoFX2
217	DBe_SynK_49	550	FX_TeknoFX3
218	DBe_SynK_50	551	FX_TeknoHit
219	DBe_SynK_51	552	FX_TimeWarp1
220	DBe_XSpace	553	FX_TimeWarp2
221	CR_10ZSplashB	554	FX_Tinnitus-01
222	CR_10ZSplashBo	555	FX_Tock

223	CR_10ZSplashE	556	FX_Tony1
224	CR_16BosBrB	557	FX_Transform1
225	CR_16BosBrBo	558	FX_Transform2
226	CR_16BosBrE	559	FX_Transform3
227	CR_16CustB	560	FX_Transform4
228	CR_16CustBo	561	FX_Transporter
229	CR_16CustE	562	FX_Trap-Bell
230	CR_16DarkB	563	FX_TrapBeep
231	CR_16DarkBo	564	FX_TrapSnr1
232	CR_16DarkE	565	FX_TrapSnr2
233	CR_16HandChoke	566	FX_TrapSnr3
234	CR_16HandCrunch	567	FX_UFO-01
235	CR_16HandPair	568	FX_UFO-02
236	CR_16HandZing	569	FX_UFO-03
237	CR_16OrchB	570	FX_UFO-04
238	CR_16OrchBo	571	FX_Warbler01
239	CR_16OrchE	572	FX_Warp-01
240	CR_16SmashB	573	FX_Warp-02
241	CR_16SmashBo	574	FX_WaterDrop_01
242	CR_16SmashE	575	FX_WaterDrop_02
243	CR_16TradB	576	FX_WaterDrop_03
244	CR_16TradBo	577	FX_waterfall
245	CR_16TradE	578	FX_Zoixs01
246	CR_17ChinaB	579	FX_Zoixs02
247	CR_17ChinaBo	580	FX_Zoixs03
248	CR_17ChinaE	581	FX_Zoixs04
249	CR_17ConstB	582	FX_Zoixs05
250	CR_17ConstBo	583	FX_Zoixs06
251	CR_17ConstE	584	FX_Zoixs07
252	CR_18BosBrB	585	FX_Zoixs08
253	CR_18BosBrBo	586	FX_zTrans01
254	CR_18BosBrE	587	FX_zTrans02
255	CR_18Bowed	588	FX_zTrans03
256	CR_18ConstB	589	FX_zTrans04
257	CR_18ConstBo	590	FX_zTrans05
258	CR_18ConstE	591	FX_zTrans06
259	CR_18CustB	592	FX_zTrans07
260	CR_18CustBo	593	FX_zTrans08
261	CR_18CustE	594	FX_zTrans09
262	CR_18DarkB	595	FX_zTrans10
263	CR_18DarkBo	596	HH_14P1Closed
264	CR_18DarkE	597	HH_13PClosed
265	CR_18OrchB	598	HH_13Pedal
266	CR_18OrchBo	599	HH_13PHalf
267	CR_18OrchE	600	HH_13POpen
268	CR_18SmashB	601	HH_14P1Half
269	CR_18SmashBo	602	HH_14P1Open
270	CR_18SmashE	603	HH_14P1Pedal
271	CR_18TradNB	604	HH_14P2Closed
272	CR_18TradNBBo	605	HH_14P2Half
273	CR_18TradNE	606	HH_14P2Open
274	CR_20 KPang_Br_E	607	HH_14P2Pedal
275	CR_20ConstB	608	HH_14S1Closed
276	CR_20ConstBo	609	HH_14S1Open
277	CR_20ConstE	610	HH_14S1Pedal
278	CR_20CustB	611	HH_14S2Closed

279	CR_20CustBo	612	HH_14S2Half
280	CR_20CustE	613	HH_14S2Open
281	CR_20HandChoke	614	HH_14S2Pedal
282	CR_20HandCrunch	615	HH_15P1Closed
283	CR_20HandPair	616	HH_15P1Half
284	CR_20HandZing	617	HH_15P1Open
285	CR_20KPangB	618	HH_15P1Pedal
286	CR_20KPangBo	619	HH_15S1Closed
287	CR_20KPangBrB	620	HH_15S1Half
288	CR_20KPangBrBo	621	HH_15S1Open
289	CR_20KPangE	622	HH_15S1Pedal
290	CR_20Mallet	623	HH_15Z1Closed
291	CR_20OrchB	624	HH_15Z1Open
292	CR_20OrchBo	625	HH_15Z1Pedal
293	CR_20OrchChoke	626	HH_15ZDHHClose
294	CR_20OrchE	627	HH_15ZDHHOpen
295	CR_20OrchPair	628	HH_15ZDHHPadel
296	CR_20OrchSizzle	629	HHe_78Closed
297	CR_20TradNB	630	HHe_78Open
298	CR_20TradNBBo	631	HHe_80Closed
299	CR_20TradNE	632	HHe_80Half
300	CR_22ChBoyHB	633	HHe_80Open
301	CR_22ChBoyHiBo	634	HHe_80Pedal
302	CR_22ChBoyHiE	635	HHe_90Closed
303	CR_CymScrape	636	HHe_90Half
304	CR_TransB	637	HHe_90Open
305	CR_TransBo	638	HHe_90Pedal
306	CR_TransE	639	HHe_TeknoClosed
307	EP_Clap8	640	HHe_TeknoHalf
308	EP_Analog1	641	HHe_TeknoOpen
309	EP_Analog2	642	HHe_TeknoPedal
310	EP_CR78Guiro	643	HHe_TrapClosed
311	EP_D8Clap	644	HHe_TrapOpen
312	EP_D8Claves	645	HHe_TrapPedal
313	EP_D8Cowbell	646	Ma_BellsPlastic_A#2
314	EP_D8Maracas	647	Ma_BellsPlastic_A#3
315	EP_D9Clap	648	Ma_BellsPlastic_A#4
316	EP_eBrannigan	649	Ma_BellsPlastic_A2
317	EP_eCbell1	650	Ma_BellsPlastic_A3
318	EP_eCbell2	651	Ma_BellsPlastic_A4
319	EP_eCbell3	652	Ma_BellsPlastic_B2
320	EP_eCbell4	653	Ma_BellsPlastic_B3
321	EP_eChime	654	Ma_BellsPlastic_B4
322	EP_eClave	655	Ma_BellsPlastic_C#3
323	EP_eCong1	656	Ma_BellsPlastic_C#4
324	EP_eCong1B	657	Ma_BellsPlastic_C3
325	EP_eCong1C	658	Ma_BellsPlastic_C4
326	EP_eCong2	659	Ma_BellsPlastic_C5
327	EP_eCong2B	660	Ma_BellsPlastic_D#3
328	EP_eCong2C	661	Ma_BellsPlastic_D#4
329	EP_eCong3	662	Ma_BellsPlastic_D3
330	EP_eCong3B	663	Ma_BellsPlastic_D4
331	EP_eCong3C	664	Ma_BellsPlastic_E3
332	EP_eGuiro	665	Ma_BellsPlastic_E4
333	EP_eHault	666	Ma_BellsPlastic_F#2

Sample ##	Sound	Sample ##	Sound
667	Ma_BellsPlastic_F#3	1000	Pr_BataMd2
668	Ma_BellsPlastic_F#4	1001	Pr_Beep
669	Ma_BellsPlastic_F2	1002	Pr_Bell
670	Ma_BellsPlastic_F3	1003	Pr_BellCluster
671	Ma_BellsPlastic_F4	1004	Pr_Berimbau Caxixi
672	Ma_BellsPlastic_G#2	1005	Pr_Berimbau Down
673	Ma_BellsPlastic_G#3	1006	Pr_Berimbau High
674	Ma_BellsPlastic_G#4	1007	Pr_Berimbau Open
675	Ma_BellsPlastic_G2	1008	Pr_Berimbau Up
676	Ma_BellsPlastic_G3	1009	Pr_Block1
677	Ma_BellsPlastic_G4	1010	Pr_Block2
678	Ma_BellsRub_A#2	1011	Pr_Block3
679	Ma_BellsRub_A#3	1012	Pr_Block4
680	Ma_BellsRub_A#4	1013	Pr_Boing1
681	Ma_BellsRub_A2	1014	Pr_Boing2
682	Ma_BellsRub_A3	1015	Pr_Bomb
683	Ma_BellsRub_A4	1016	Pr_BombFast
684	Ma_BellsRub_B2	1017	Pr_Bongo1
685	Ma_BellsRub_B3	1018	Pr_Bongo2
686	Ma_BellsRub_B4	1019	Pr_BongoHi
687	Ma_BellsRub_C#3	1020	Pr_BongoHiSlap
688	Ma_BellsRub_C#4	1021	Pr_BongoLo
689	Ma_BellsRub_C3	1022	Pr_BongoLoSlap
690	Ma_BellsRub_C4	1023	Pr_Boom
691	Ma_BellsRub_C5	1024	Pr_BrakeDrum
692	Ma_BellsRub_D#3	1025	Pr_Cabasa1
693	Ma_BellsRub_D#4	1026	Pr_Cabasa2
694	Ma_BellsRub_D3	1027	Pr_Cabasa3
695	Ma_BellsRub_D4	1028	Pr_Cabasa4
696	Ma_BellsRub_E3	1029	Pr_Cabasa4B
697	Ma_BellsRub_E4	1030	Pr_Cabasa4G
698	Ma_BellsRub_F#2	1031	Pr_CabasaStrike
699	Ma_BellsRub_F#3	1032	Pr_CabasaStroke
700	Ma_BellsRub_F#4	1033	Pr_Cajon
701	Ma_BellsRub_F2	1034	Pr_Cajon1
702	Ma_BellsRub_F3	1035	Pr_Cajon1S
703	Ma_BellsRub_F4	1036	Pr_CajonBass
704	Ma_BellsRub_G#2	1037	Pr_CajonMute
705	Ma_BellsRub_G#3	1038	Pr_CajonSlap
706	Ma_BellsRub_G#4	1039	Pr_CajonTri
707	Ma_BellsRub_G2	1040	Pr_CajonTriM
708	Ma_BellsRub_G3	1041	Pr_Castanet
709	Ma_BellsRub_G4	1042	Pr_Castinet
710	Ma_Celest_A#2	1043	Pr_Castinet02
711	Ma_Celest_A#3	1044	Pr_Caxixi
712	Ma_Celest_A#4	1045	Pr_CaxixiB
713	Ma_Celest_A#5	1046	Pr_CaxixiC
714	Ma_Celest_A2	1047	Pr_CaxixiLong
715	Ma_Celest_A3	1048	Pr_CaxixiShort
716	Ma_Celest_A4	1049	Pr_CBell1Center
717	Ma_Celest_A5	1050	Pr_CBell1E
718	Ma_Celest_B2	1051	Pr_CBell2
719	Ma_Celest_B3	1052	Pr_CBell2E
720	Ma_Celest_B4	1053	Pr_CBell3Center

721	Ma_Celest_B5	1054	Pr_CBell3E
722	Ma_Celest_C#2	1055	Pr_CBell4Center
723	Ma_Celest_C#3	1056	Pr_CBell4E
724	Ma_Celest_C#4	1057	Pr_CBell5
725	Ma_Celest_C#5	1058	Pr_CBellBronzeE
726	Ma_Celest_C2	1059	Pr_CBellBronzeT
727	Ma_Celest_C3	1060	Pr_CBellHi
728	Ma_Celest_C4	1061	Pr_CBellLo
729	Ma_Celest_C5	1062	Pr_CBellLowE
730	Ma_Celest_C6	1063	Pr_CBellLowTip
731	Ma_Celest_D#2	1064	Pr_CBellMambo
732	Ma_Celest_D#3	1065	Pr_CBellMidE
733	Ma_Celest_D#4	1066	Pr_CBellMidTip
734	Ma_Celest_D#5	1067	Pr_CBellMute
735	Ma_Celest_D2	1068	Pr_CBellPopV1
736	Ma_Celest_D3	1069	Pr_CBellPopV2
737	Ma_Celest_D4	1070	Pr_CBellRockV1
738	Ma_Celest_D5	1071	Pr_CBellRockV2
739	Ma_Celest_E2	1072	Pr_ChaChaBell1
740	Ma_Celest_E3	1073	Pr_ChaChaBell2
741	Ma_Celest_E4	1074	Pr_ChinaCHA-01
742	Ma_Celest_E5	1075	Pr_ChinaFX_01
743	Ma_Celest_F#2	1076	Pr_ChinaFX_02
744	Ma_Celest_F#3	1077	Pr_ChinaFX_03
745	Ma_Celest_F#4	1078	Pr_ChinaFX_04
746	Ma_Celest_F#5	1079	Pr_ChinaFX_05
747	Ma_Celest_F2	1080	Pr_ChinaFX_06
748	Ma_Celest_F3	1081	Pr_ChinaFX_07
749	Ma_Celest_F4	1082	Pr_ChinaFX_08
750	Ma_Celest_F5	1083	Pr_ChinaFX_09
751	Ma_Celest_G#2	1084	Pr_ChinaFX_10
752	Ma_Celest_G#3	1085	Pr_ChinaFX_11
753	Ma_Celest_G#4	1086	Pr_ChinaFX_12
754	Ma_Celest_G#5	1087	Pr_ChinaFX_13
755	Ma_Celest_G2	1088	Pr_ChinaFX_14
756	Ma_Celest_G3	1089	Pr_ChinaFX_15
757	Ma_Celest_G4	1090	Pr_ChinaFX_16
758	Ma_Celest_G5	1091	Pr_ChinaFX_17
759	Ma_Chimes_A#1	1092	Pr_ChinaFX_18
760	Ma_Chimes_A#2	1093	Pr_ChinaFX_19
761	Ma_Chimes_A#3	1094	Pr_ChinaFX_20
762	Ma_Chimes_A1	1095	Pr_ChinaFX_21
763	Ma_Chimes_A2	1096	Pr_ChinaFX_22
764	Ma_Chimes_A3	1097	Pr_ChinaFX_23
765	Ma_Chimes_B1	1098	Pr_ChinaFX_24
766	Ma_Chimes_B2	1099	Pr_ChinaFX_25
767	Ma_Chimes_B3	1100	Pr_ChinaFX_26
768	Ma_Chimes_C#1	1101	Pr_ChinaFX_27
769	Ma_Chimes_C#2	1102	Pr_ChinaFX_28
770	Ma_Chimes_C#3	1103	Pr_ChinaFX_29
771	Ma_Chimes_C1	1104	Pr_ChinaFX_30
772	Ma_Chimes_C2	1105	Pr_ChinaFX_31
773	Ma_Chimes_C3	1106	Pr_ChinaFX_32
774	Ma_Chimes_C4	1107	Pr_ChinaFX_33
775	Ma_Chimes_D#1	1108	Pr_ChinaFX_34
776	Ma_Chimes_D#2	1109	Pr_ChinaFX_35

777	Ma_Chimes_D#3	1110	Pr_ChinaFX_36
778	Ma_Chimes_D1	1111	Pr_ChinaFX_37
779	Ma_Chimes_D2	1112	Pr_ChinaFX_38
780	Ma_Chimes_D3	1113	Pr_ChinaFX_39
781	Ma_Chimes_E1	1114	Pr_ChinaFX_40
782	Ma_Chimes_E2	1115	Pr_ChinaFX_41
783	Ma_Chimes_E3	1116	Pr_ChinaFX_42
784	Ma_Chimes_F#1	1117	Pr_ChinaFX_43
785	Ma_Chimes_F#2	1118	Pr_ChinaFX_44
786	Ma_Chimes_F#3	1119	Pr_ChinaFX_45
787	Ma_Chimes_F1	1120	Pr_ChinaFX_46
788	Ma_Chimes_F2	1121	Pr_ChinaFX_47
789	Ma_Chimes_F3	1122	Pr_ChinaFX_48
790	Ma_Chimes_G#1	1123	Pr_ChinaFX_49
791	Ma_Chimes_G#2	1124	Pr_ChinaLoop_01
792	Ma_Chimes_G#3	1125	Pr_ChinaLoop_02
793	Ma_Chimes_G1	1126	Pr_ChinaLoop_03
794	Ma_Chimes_G2	1127	Pr_ChinaLoop_04
795	Ma_Chimes_G3	1128	Pr_ChinaLoop_05
796	MA_Crotale_A#3	1129	Pr_ChinaLoop_06
797	MA_Crotale_A#4	1130	Pr_ChinaLoop_07
798	MA_Crotale_A3	1131	Pr_ChinaLoop_08
799	MA_Crotale_A4	1132	Pr_ChinaLoop_09
800	MA_Crotale_B3	1133	Pr_ChinaLoop_10
801	MA_Crotale_B4	1134	Pr_ChinaLoop_11
802	MA_Crotale_C#3	1135	Pr_ChinaLoop_12
803	MA_Crotale_C#4	1136	Pr_ChinaLoop_13
804	MA_Crotale_C3	1137	Pr_ChinaLoop_14
805	MA_Crotale_C4	1138	Pr_ChinaLoop_15
806	MA_Crotale_C5	1139	Pr_ChinaLoop_16
807	MA_Crotale_D#3	1140	Pr_ChinaLoop_17
808	MA_Crotale_D#4	1141	Pr_ChinaLoop_18
809	MA_Crotale_D3	1142	Pr_ChinaLoop_19
810	MA_Crotale_D4	1143	Pr_ChinaLoop_20
811	MA_Crotale_E3	1144	Pr_ChSmCym1
812	MA_Crotale_E4	1145	Pr_ChSmCym2
813	MA_Crotale_F#3	1146	Pr_ChSmCym3
814	MA_Crotale_F#4	1147	Pr_ChSmCym4
815	MA_Crotale_F3	1148	Pr_ChSmCym5
816	MA_Crotale_F4	1149	Pr_Clap
817	MA_Crotale_G#3	1150	Pr_claps
818	MA_Crotale_G#4	1151	Pr_Clave1
819	MA_Crotale_G3	1152	Pr_Clave2
820	MA_Crotale_G4	1153	Pr_Clave3
821	Ma_Marimba_A#1	1154	Pr_ConcertBD1
822	Ma_Marimba_A#2	1155	Pr_ConcertBD2
823	Ma_Marimba_A#3	1156	Pr_ConcertSn1
824	Ma_Marimba_A#4	1157	Pr_Conga1
825	Ma_Marimba_A#5	1158	Pr_Conga2
826	Ma_Marimba_A1	1159	Pr_Conga2Mute
827	Ma_Marimba_A2	1160	Pr_Conga2Slap
828	Ma_Marimba_A3	1161	Pr_Conga3
829	Ma_Marimba_A4	1162	Pr_Conga3Slap
830	Ma_Marimba_A5	1163	Pr_CongaH
831	Ma_Marimba_B1	1164	Pr_CongaHi
832	Ma_Marimba_B2	1165	Pr_CongaHiMute

833	Ma_Marimba_B3	1166	Pr_CongaHiSlap
834	Ma_Marimba_B4	1167	Pr_CongaL
835	Ma_Marimba_B5	1168	Pr_CongaLo
836	Ma_Marimba_C#1	1169	Pr_CongaLoMute
837	Ma_Marimba_C#2	1170	Pr_CongaMute
838	Ma_Marimba_C#3	1171	Pr_CongaOpen
839	Ma_Marimba_C#4	1172	Pr_CongaSlap
840	Ma_Marimba_C#5	1173	Pr_Cuica
841	Ma_Marimba_C1	1174	Pr_CuicaAcc
842	Ma_Marimba_C2	1175	Pr_CuicaH
843	Ma_Marimba_C3	1176	Pr_CuicaHi
844	Ma_Marimba_C4	1177	Pr_CuicaL
845	Ma_Marimba_C5	1178	Pr_CuicaLo
846	Ma_Marimba_C6	1179	Pr_CuicaM
847	Ma_Marimba_D#1	1180	Pr_DaguDrum
848	Ma_Marimba_D#2	1181	Pr_Darbuka2
849	Ma_Marimba_D#3	1182	Pr_Darbuka2R
850	Ma_Marimba_D#4	1183	Pr_DarbukaB
851	Ma_Marimba_D#5	1184	Pr_DarbukaBMute
852	Ma_Marimba_D1	1185	Pr_DarbukaBSlap
853	Ma_Marimba_D2	1186	Pr_DarbukaBTek
854	Ma_Marimba_D3	1187	Pr_DarbukaC
855	Ma_Marimba_D4	1188	Pr_DarbukaCMute
856	Ma_Marimba_D5	1189	Pr_DarbukaCo Dum
857	Ma_Marimba_E1	1190	Pr_DarbukaCo Slap
858	Ma_Marimba_E2	1191	Pr_DarbukaCo SlpDum
859	Ma_Marimba_E3	1192	Pr_DarbukaCo Tek
860	Ma_Marimba_E4	1193	Pr_DarbukaCSlap
861	Ma_Marimba_E5	1194	Pr_DarbukaCTek
862	Ma_Marimba_F#1	1195	Pr_DJembe
863	Ma_Marimba_F#2	1196	Pr_Djembe1
864	Ma_Marimba_F#3	1197	Pr_Djembe1b
865	Ma_Marimba_F#4	1198	Pr_Djembe1c
866	Ma_Marimba_F#5	1199	Pr_DjembeBass
867	Ma_Marimba_F1	1200	Pr_DJembeM
868	Ma_Marimba_F2	1201	Pr_DJembeS
869	Ma_Marimba_F3	1202	Pr_DjembeSlap
870	Ma_Marimba_F4	1203	Pr_DjembeTone
871	Ma_Marimba_F5	1204	Pr_Doumbek
872	Ma_Marimba_G#1	1205	Pr_DoumbekR
873	Ma_Marimba_G#2	1206	Pr_DSTamb_b
874	Ma_Marimba_G#3	1207	Pr_DSTamb
875	Ma_Marimba_G#4	1208	Pr_DSTamb2
876	Ma_Marimba_G#5	1209	Pr_DSTamb3
877	Ma_Marimba_G1	1210	Pr_DSTamb4
878	Ma_Marimba_G2	1211	Pr_Ewe1
879	Ma_Marimba_G3	1212	Pr_Ewe2
880	Ma_Marimba_G4	1213	Pr_FastBellTree
881	Ma_Marimba_G5	1214	Pr_FingerCym
882	Ma_Vibes_A#1	1215	Pr_FingerCym2
883	Ma_Vibes_A#2	1216	Pr_FingerCym3
884	Ma_Vibes_A#3	1217	Pr_FingerSnap
885	Ma_Vibes_A#4	1218	Pr_FingerSnaps
886	Ma_Vibes_A1	1219	Pr_FrameA
887	Ma_Vibes_A2	1220	Pr_FrameB
888	Ma_Vibes_A3	1221	Pr_Ganko1H

889	Ma_Vibes_A4	1222	Pr_Ganko1L
890	Ma_Vibes_B1	1223	Pr_Ganko2H
891	Ma_Vibes_B2	1224	Pr_Ganko2L
892	Ma_Vibes_B3	1225	Pr_Ganko3H
893	Ma_Vibes_B4	1226	Pr_Ganko3L
894	Ma_Vibes_C#1	1227	Pr_Ganko4H
895	Ma_Vibes_C#2	1228	Pr_Ganko4L
896	Ma_Vibes_C#3	1229	Pr_GanzaShake
897	Ma_Vibes_C#4	1230	Pr_GanzaSingle
898	Ma_Vibes_C1	1231	Pr_Glass
899	Ma_Vibes_C2	1232	Pr_Gong_01
900	Ma_Vibes_C3	1233	Pr_Gong_02
901	Ma_Vibes_C4	1234	Pr_Gong_04
902	Ma_Vibes_C5	1235	Pr_Gong_05
903	Ma_Vibes_D#1	1236	Pr_Gong_06
904	Ma_Vibes_D#2	1237	Pr_Gong_07
905	Ma_Vibes_D#3	1238	Pr_Gong_08
906	Ma_Vibes_D#4	1239	Pr_Gong_09
907	Ma_Vibes_D1	1240	Pr_Gong_10
908	Ma_Vibes_D2	1241	Pr_Gong_11
909	Ma_Vibes_D3	1242	Pr_Gong_12
910	Ma_Vibes_D4	1243	Pr_Gong_13
911	Ma_Vibes_E1	1244	Pr_Gong_14
912	Ma_Vibes_E2	1245	Pr_Gong_15
913	Ma_Vibes_E3	1246	Pr_Gong_16
914	Ma_Vibes_E4	1247	Pr_Gong_17
915	Ma_Vibes_F#1	1248	Pr_Gong_18
916	Ma_Vibes_F#2	1249	Pr_Gong_19
917	Ma_Vibes_F#3	1250	Pr_Gong_20
918	Ma_Vibes_F#4	1251	Pr_Gong_21
919	Ma_Vibes_F1	1252	Pr_GongFalling
920	Ma_Vibes_F2	1253	Pr_GongScrape
921	Ma_Vibes_F3	1254	Pr_GongSheetB
922	Ma_Vibes_F4	1255	Pr_GongSheetE
923	Ma_Vibes_G#1	1256	Pr_GongSheetHit
924	Ma_Vibes_G#2	1257	Pr_GongWater
925	Ma_Vibes_G#3	1258	Pr_GongWindRoll
926	Ma_Vibes_G#4	1259	Pr_GongWu1
927	Ma_Vibes_G1	1260	Pr_GongWu2
928	Ma_Vibes_G2	1261	Pr_GongWu3
929	Ma_Vibes_G3	1262	Pr_GongWu4
930	Ma_Vibes_G4	1263	Pr_GongWu5
931	Ma_Xylo_A#1	1264	Pr_GongWu6
932	Ma_Xylo_A#2	1265	Pr_Guiro1
933	Ma_Xylo_A#3	1266	Pr_Guiro1Short
934	Ma_Xylo_A#4	1267	Pr_Guiro2
935	Ma_Xylo_A1	1268	Pr_GuiroLong
936	Ma_Xylo_A2	1269	Pr_GuiroMetal
937	Ma_Xylo_A3	1270	Pr_GuiroScape
938	Ma_Xylo_A4	1271	Pr_GuiroShort
939	Ma_Xylo_B1	1272	Pr_Gungon_b
940	Ma_Xylo_B2	1273	Pr_Gungon
941	Ma_Xylo_B3	1274	Pr_HandBell
942	Ma_Xylo_B4	1275	Pr_HwClapper1
943	Ma_Xylo_C#2	1276	Pr_InBayaDaggaL
944	Ma_Xylo_C#3	1277	Pr_InBayaDaggaM

945	Ma_Xylo_C#4	1278	Pr_IndBayaGe
946	Ma_Xylo_C2	1279	Pr_IndBayaGin
947	Ma_Xylo_C3	1280	Pr_IndBayaKa
948	Ma_Xylo_C4	1281	Pr_IndBayaSlide
949	Ma_Xylo_C5	1282	Pr_InTabla2
950	Ma_Xylo_D#2	1283	Pr_InTabla2L
951	Ma_Xylo_D#3	1284	Pr_InTangu1
952	Ma_Xylo_D#4	1285	Pr_InTangu2
953	Ma_Xylo_D2	1286	Pr_IronCastanet
954	Ma_Xylo_D3	1287	Pr_J_BiSasara
955	Ma_Xylo_D4	1288	Pr_J_Daiko
956	Ma_Xylo_E2	1289	Pr_J_Ikko
957	Ma_Xylo_E3	1290	Pr_J_Sasara
958	Ma_Xylo_E4	1291	Pr_J_SmallTaiko
959	Ma_Xylo_F#1	1292	Pr_JamBlock
960	Ma_Xylo_F#2	1293	Pr_JamBlockH
961	Ma_Xylo_F#3	1294	Pr_JingleBells
962	Ma_Xylo_F#4	1295	Pr_Kalimba
963	Ma_Xylo_F1	1296	Pr_Kenken
964	Ma_Xylo_F2	1297	Pr_Kenkeni
965	Ma_Xylo_F3	1298	Pr_Maracas
966	Ma_Xylo_F4	1299	Pr_Maracas1
967	Ma_Xylo_G#1	1300	Pr_Maracas2
968	Ma_Xylo_G#2	1301	Pr_Maracas3
969	Ma_Xylo_G#3	1302	Pr_Maracas4
970	Ma_Xylo_G#4	1303	Pr_Maracas5
971	Ma_Xylo_G1	1304	Pr_METAL
972	Ma_Xylo_G2	1305	Pr_MetroBell
973	Ma_Xylo_G3	1306	Pr_MetroClick
974	Ma_Xylo_G4	1307	Pr_Pandeiro
975	Pr_20StScrape	1308	Pr_PandeiroJngl
976	Pr_26GongStick	1309	Pr_PandeiroMute
977	Pr_26GongWater	1310	Pr_PandeiroSlap
978	Pr_AfricaJingle	1311	Pr_PhaseCrash
979	Pr_AfroStomp	1312	Pr_PhaseRide
980	Pr_Agogo Bell	1313	Pr_Plate 2
981	Pr_AgogoH_01	1314	Pr_Plate 3
982	Pr_AgogoH_02	1315	Pr_Plate 4
983	Pr_AgogoH_03	1316	Pr_Plate 5
984	Pr_AgogoL_01	1317	Pr_Plate 6
985	Pr_AgogoL_02	1318	Pr_Plate1
986	Pr_AgogoL_03	1319	Pr_Poa
987	Pr_AgogoMetH	1320	Pr_PoPoWhistle1
988	Pr_AgogoMetL	1321	Pr_PoPoWhistle2
989	Pr_AgogoWoodHigh	1322	Pr_PoPoWhistle3
990	Pr_AnkleBells	1323	Pr_PoPoWhistle4
991	Pr_BambooClapper	1324	Pr_Pot Lid
992	Pr_BambooSLit	1325	Pr_PotDrum
993	Pr_BangziBlock	1326	Pr_PotDrumAcc
994	Pr_BataHi1	1327	Pr_PotDrumMute
995	Pr_BataHi2	1328	Pr_ProShaker01
996	Pr_BataHi3	1329	Pr_ProShaker02
997	Pr_BataHi4	1330	Pr_ProShaker03
998	Pr_BataLo	1331	Pr_ProShaker04
999	Pr_BataMd1	1332	Pr_QuintoR

Sample ##	Sound	Sample ##	Sound
1333	Pr_Sangban	1666	SDe_Gen_14
1334	Pr_Shaker	1667	SDe_Gen_15
1335	Pr_Shaker01	1668	SDe_Gen_16
1336	Pr_Shaker02	1669	SDe_Gen_17
1337	Pr_Shaker03	1670	SDe_Gen_18
1338	Pr_Shaker04	1671	SDe_Gen_19
1339	Pr_Shaker05	1672	SDe_Gen_20
1340	Pr_Shaker06	1673	SDe_Gen_21
1341	Pr_Shaker07	1674	SDe_Gen_22
1342	Pr_Shaker08	1675	SDe_Gen_23
1343	Pr_Shaker09	1676	SDe_Gen_24
1344	Pr_Shaker10	1677	SDe_Gen_25
1345	Pr_ShakerB1	1678	SDe_Gen_26
1346	Pr_ShakerB2	1679	SDe_Gen_27
1347	Pr_ShakerCan	1680	SDe_Gen_28
1348	Pr_ShakerEgg	1681	SDe_Gen_29
1349	Pr_ShakereLarge	1682	SDe_Gen_30
1350	Pr_ShakereSmall	1683	SDe_Gen_31
1351	Pr_ShakereThump	1684	SDe_Gen_32
1352	Pr_ShakerFrog1	1685	SDe_Gen_33
1353	Pr_ShakerFrog2	1686	SDe_Gen_34
1354	Pr_ShakerScr1	1687	SDe_Gen_35
1355	Pr_ShakerScr2	1688	SDe_Gen_36
1356	Pr_ShakerTap1	1689	SDe_Gen_37
1357	Pr_ShakerTap2	1690	SDe_Gen_38
1358	Pr_SleighBell	1691	SDe_Gen_39
1359	Pr_SleighBells	1692	SDe_Gen_40
1360	Pr_Sleighbells2	1693	SDe_Gen_41
1361	Pr_Snaps	1694	Sy_Bass_07
1362	Pr_SquareBlock	1695	Sy_AirString
1363	Pr_SteelDrum	1696	Sy_Angels
1364	Pr_Sticks1	1697	Sy_Bass_01
1365	Pr_Sticks2	1698	Sy_Bass_02
1366	Pr_Sticks3	1699	Sy_Bass_03
1367	Pr_Surdo1	1700	Sy_Bass_04
1368	Pr_Surdo2	1701	Sy_Bass_05
1369	Pr_SurdoHi	1702	Sy_Bass_06
1370	Pr_SurdoHiMute	1703	Sy_Bass_08
1371	Pr_SurdoLo	1704	Sy_Bass_09
1372	Pr_SurdoLoMute	1705	Sy_Bass_10
1373	Pr_SurdoMacana	1706	Sy_Bass_11
1374	Pr_Tabla-01	1707	Sy_BassGliss
1375	Pr_TablaNa	1708	Sy_BassWhy
1376	Pr_TablaTe	1709	Sy_Chord_01
1377	Pr_TablaTi	1710	Sy_Chord_02
1378	Pr_TablaTin	1711	Sy_Chord_03
1379	Pr_TablaTun	1712	Sy_Chord_04
1380	Pr-Taiko1	1713	Sy_Chord_05
1381	Pr-Taiko2	1714	Sy_Chord_06
1382	Pr-TaikoBig	1715	Sy_Chord_07
1383	Pr-TaikoStk	1716	Sy_Chord_08
1384	Pr_TalkingDr	1717	Sy_Chord_09
1385	Pr_TalkingDrUp	1718	Sy_Chord_010
1386	Pr_Tamb1A	1719	Sy_Chord_011

1387	Pr_Tamb1B	1720	Sy_Chord_012
1388	Pr_Tamb2A	1721	Sy_Chord_013
1389	Pr_Tamb2B	1722	Sy_Chord_014
1390	Pr_TambCopper	1723	Sy_Chord_015
1391	Pr_Tamborim	1724	Sy_Chord_016
1392	Pr_Tamborim1	1725	Sy_Chord_017
1393	Pr_Tamborim1R	1726	Sy_Chord_018
1394	Pr_Tamborim1S	1727	Sy_FunkHit
1395	Pr_Tambourine1	1728	Sy_GtDown
1396	Pr_Tambourine2	1729	Sy_GtUp
1397	Pr_Tambourine3	1730	Sy_GuitAmaj
1398	Pr_Tambourine4	1731	Sy_Guitar_01
1399	Pr_TambPro01	1732	Sy_Guitar_02
1400	Pr_TambPro02	1733	Sy_Guitar_03
1401	Pr_TambPro03	1734	Sy_Guitar_04
1402	Pr_TambPro04	1735	Sy_Guitar_05
1403	Pr_TamTam	1736	Sy_Guitar_06
1404	Pr_TamTamScrp	1737	Sy_Guitar_07
1405	Pr_TBk01	1738	Sy_Guitar_08
1406	Pr_TBk02	1739	Sy_Guitar_09
1407	Pr_TBk03	1740	Sy_GuitarGliss
1408	Pr_TBk04	1741	Sy_GuitarScrtch
1409	Pr_TBk05	1742	Sy_GuitFunk1
1410	Pr_TBk06	1743	Sy_GuitFunkAm
1411	Pr_TBk07	1744	Sy_GuitFunkEbm
1412	Pr_TBk08	1745	Sy_GuitFunkEm7
1413	Pr_TheVoid	1746	Sy_OrchHit
1414	Pr_Thunder-01	1747	Sy_PhillyHit
1415	Pr_Thunder-02	1748	Sy_Synth01
1416	Pr_Thunder-03	1749	Sy_Synth02
1417	Pr_Thunder-04	1750	Sy_Synth03
1418	Pr_Timbale 14H	1751	Sy_Synth04
1419	Pr_Timbale	1752	Sy_Synth05
1420	Pr_Timbale12H	1753	Sy_Synthmyst
1421	Pr_Timbale12M	1754	Sy_WahGt1Down
1422	Pr_Timbale12R	1755	Sy_WahGt1Up
1423	Pr_Timbale13H	1756	Sy_WahGt2Down
1424	Pr_Timbale13R	1757	Sy_WahGt2Up
1425	Pr_Timbale14R	1758	Sy_Wonderer
1426	Pr_TimbaleHi	1759	Ti_05_TimpF#1Soft
1427	Pr_TimbaleHiRim	1760	Ti_01_TimpD1Hard
1428	Pr_TimbaleLo	1761	Ti_01_TimpD1Soft
1429	Pr_TimbaleRim	1762	Ti_02_TimpD#1Hard
1430	Pr_TimbaleSHell	1763	Ti_02_TimpD#1Soft
1431	Pr_TreeChimes	1764	Ti_03_TimpE1Hard
1432	Pr_TrianglA	1765	Ti_03_TimpE1Soft
1433	Pr_TrianglB	1766	Ti_04_TimpF1Hard
1434	Pr_Triangle	1767	Ti_04_TimpF1Soft
1435	Pr_Triangle1	1768	Ti_05_TimpF#1Hard
1436	Pr_Triangle1M	1769	Ti_06_TimpG1Hard
1437	Pr_Triangle2	1770	Ti_06_TimpG1Soft
1438	Pr_Triangle2Cts	1771	Ti_07_TimpG#1Hard
1439	Pr_Triangle3	1772	Ti_07_TimpG#1Soft
1440	Pr_TriangleC	1773	Ti_08_TimpA1Hard
1441	Pr_UdoBass	1774	Ti_08_TimpA1Soft
1442	Pr_UdoBend	1775	Ti_09_TimpA#1Hard

1443	Pr_UdoOpen	1776	Ti_09_TimpA#1Soft
1444	Pr_UdoSide	1777	Ti_10_TimpB1Hard
1445	Pr_UduH2	1778	Ti_10_TimpB1Soft
1446	Pr_UduHi1	1779	Ti_11_TimpC2Hard
1447	Pr_UduLoH1	1780	Ti_11_TimpC2Soft
1448	Pr_UduLoH2	1781	Ti_12_TimpC#2b
1449	Pr_UduLow1	1782	Ti_12_TimpC#2Hard
1450	Pr_UduLow2	1783	Ti_13_TimpD2Hard
1451	Pr_UduLowL1	1784	Ti_13_TimpD2Soft
1452	Pr_UduLowL2	1785	Ti_14_TimpD#2Hard
1453	Pr_UduLowS1	1786	Ti_14_TimpD#2Soft
1454	Pr_UduLowS2	1787	Ti_15_TimpE2Hard
1455	Pr_UduShell1	1788	Ti_15_TimpE2Soft
1456	Pr_Vibraslap1	1789	Ti_16_TimpF1Hard
1457	Pr_Vibraslap2	1790	Ti_16_TimpF1Soft
1458	Pr_Voice-01	1791	Ti_17_TimpF#1Hard
1459	Pr_Voice-02	1792	Ti_17_TimpF#1Soft
1460	Pr_VoiceOK	1793	Ti_18_TimpG1Hard
1461	Pr_VoiceYeah	1794	Ti_18_TimpG1Soft
1462	Pr_Watch-01	1795	TM_10BMK1
1463	Pr_Watch-02	1796	TM_10Italian
1464	Pr_Whistle1	1797	TM_12BMK2
1465	Pr_Whistle2	1798	TM_12Maple
1466	Pr_WhistleShort	1799	TM_12OAKTom
1467	Pr_WindChimes1	1800	TM_12Studio
1468	Pr_WindChimes2	1801	TM_12StudioR
1469	Pr_WindChimes3	1802	TM_13COTomHi
1470	Pr_WindChimes4	1803	TM_13Italian
1471	Pr_WineGlass01	1804	TM_13Maple
1472	Pr_Wood Block H	1805	TM_13OAKTomM
1473	Pr_Wood Block L	1806	TM_14BMKT3
1474	Pr_WoodBlock	1807	TM_14COTomM
1475	Pr_Woodblock1	1808	TM_14Studio
1476	Pr_Woodblock2	1809	TM_14StudioR
1477	Pr_Woodblock3	1810	TM_16BMKT4
1478	Pr_Woodblock4	1811	TM_16COTL
1479	Pr_WoodBlockR	1812	TM_16Italian
1480	Pr_WoodblockV1	1813	TM_16Maple
1481	Pr_WoodblockV2	1814	TM_16OAKL
1482	Pr_WoodF1	1815	TM_16Studio
1483	Pr_WoodF2	1816	TM_16StudioR
1484	Pr_WoodF3	1817	TM_70Tom
1485	RD_20BMVintB	1818	TM_70TomL
1486	RD_18PB	1819	TM_70TomM
1487	RD_18PBo	1820	TM_Arena01
1488	RD_18PE	1821	TM_Arena02
1489	RD_20BMVintBo	1822	TM_Arena03
1490	RD_20BMVintE	1823	TM_Arena04
1491	RD_20BWideB	1824	TM_BGSFL16H
1492	RD_20BWideBo	1825	TM_BGSFL18H
1493	RD_20BWideE	1826	TM_BGST14H
1494	RD_20KB	1827	TM_Block_1
1495	RD_20KBo	1828	TM_Block_1H
1496	RD_20KE	1829	TM_Block_2
1497	RD_20ZMedB	1830	TM_Block_2H
1498	RD_20ZMedBo	1831	TM_BzoFL16H

1499	RD_20ZMedE	1832	TM_BzoFL18H
1500	RD_21BrushB	1833	TM_CM14H
1501	RD_21BrushBo	1834	TM_CM14Rim
1502	RD_21BrushE	1835	TM_CM16H
1503	RD_21SweetB	1836	TM_CM16Rim
1504	RD_21SweetBo	1837	TM_CM18H
1505	RD_21SweetE	1838	TM_CM18Rim
1506	RD_21ZDryB	1839	TM_CMTT8H
1507	RD_21ZDryBo	1840	TM_CMTT8Rim
1508	RD_21ZDryE	1841	TM_CMTT10H
1509	RD_21ZPingB	1842	TM_CMTT10Rim
1510	RD_21ZPingBo	1843	TM_CMTT12H
1511	RD_21ZPingE	1844	TM_CMTT12Rim
1512	RD_22'PBo	1845	TM_CMTT13H
1513	RD_22BMVintB	1846	TM_CMTT13Rim
1514	RD_22BMVintBo	1847	TM_Gated01
1515	RD_22BMVintE	1848	TM_Gated02
1516	RD_22BWideB	1849	TM_Gated03
1517	RD_22BWideBo	1850	TM_Gated04
1518	RD_22BWideE	1851	TM_Gated05
1519	RD_22PB	1852	TM_GothicKick
1520	RD_22SB	1853	TM_Jazz02Clk
1521	RD_22SBo	1854	TM_Jazz02H
1522	RD_24ZHTB	1855	TM_Jazz02R
1523	RD_24ZHTBo	1856	TM_Jazz03Clk
1524	RD_24ZHTE	1857	TM_Jazz03H
1525	RDe_MachineB	1858	TM_Jazz03R
1526	RDe_MachineBo	1859	TM_LeveeTom14in
1527	SD_13Block	1860	TM_LeveeTom16in
1528	SD_13BlockR	1861	TM_LM10Clk
1529	SD_13BlockX	1862	TM_LM10H
1530	SD_14Block	1863	TM_LM10R
1531	SD_14BlockX	1864	TM_LM12Clk
1532	SD_14BMK	1865	TM_LM12H
1533	SD_14BMKR	1866	TM_LM12R
1534	SD_14BMKX	1867	TM_LM13Clk
1535	SD_14LBRock1	1868	TM_LM13H
1536	SD_14LBRock2	1869	TM_LM13R
1537	SD_14RockA	1870	TM_LM14Clk
1538	SD_14RockAR	1871	TM_LM14H
1539	SD_14Studio	1872	TM_LM14R
1540	SD_14StudioX	1873	TM_LM16Clk
1541	SD_14Super	1874	TM_LM16FR
1542	SD_14SuperR	1875	TM_LM16H
1543	SD_14SuperX	1876	TM_LM18Clk
1544	SD_14Walnut	1877	TM_LM18H
1545	SD_14WalnutR	1878	TM_LM18R
1546	SD_14Yabot	1879	TM_MPop10Clk
1547	SD_14YabotR	1880	TM_MPop10H
1548	SD_14YabotX	1881	TM_MPop10R
1549	SD_70Snare	1882	TM_MPop12Clk
1550	SD_80s1Alt	1883	TM_MPop12H
1551	SD_80s1Rim	1884	TM_MPop12R
1552	SD_80sPop	1885	TM_MPop14Clk
1553	SD_80sPopX	1886	TM_MPop14H
1554	SD_AcroilteH	1887	TM_MPop14R

1555	SD_AcroilteLowH	1888	TM_MPop16Clk
1556	SD_AcroilteLowR	1889	TM_MPop16H
1557	SD_AcroilteR	1890	TM_MPop16R
1558	SD_BaseX	1891	TM_Oak14H
1559	SD_BB6.5xH_	1892	TM_Oak14R
1560	SD_BB6.5xR_	1893	TM_Oak16H
1561	SD_BB8xH_	1894	TM_Oak16R
1562	SD_BB8xR_	1895	TM_Oak18H
1563	SD_BGS6.5xH_	1896	TM_Oak18R
1564	SD_BGS6.5xR_	1897	TM_OakT10H
1565	SD_Bzo6.5xH	1898	TM_OakT10R
1566	SD_Bzo6.5xR	1899	TM_OakT12H
1567	SD_CM3x13H	1900	TM_OakT12R
1568	SD_CM3x13R	1901	TM_OakT13H
1569	SD_CM3x13XS	1902	TM_OakT13R
1570	SD_CM5xH	1903	TM_Panther01
1571	SD_CM5xR	1904	TM_Panther02
1572	SD_CM5xXS	1905	TM_Panther03
1573	SD_CM6.5xH	1906	TM_Rose&a01
1574	SD_CM6.5xR	1907	TM_Rose&a02
1575	SD_CM6.5xXS	1908	TM_Rose&a03
1576	SD_CM6x12H	1909	TM_Rose&a04
1577	SD_CM6x12R	1910	TM_SmJazz04Clk
1578	SD_CM8xH	1911	TM_SmJazz04H
1579	SD_CM8xR	1912	TM_SmJazz04R
1580	SD_CM8xRClk	1913	TM_VHBD14x26H
1581	SD_CM8xXS	1914	TM_VHFL16H
1582	SD_CMD6.5xH	1915	TM_VHFL18x18H
1583	SD_CMD6.5xR	1916	TM_VHT12H
1584	SD_CMD6.5xXS	1917	TM_VHT12R
1585	SD_CMD6x12H	1918	TM_VHT13H
1586	SD_CMD6x12R	1919	TM_VHT13R
1587	SD_Cruddy1	1920	TM_VisL10
1588	SD_Cruddy2	1921	TM_VisL10R
1589	SD_CruddyX	1922	TM_VisL12
1590	SD_DPSnr1	1923	TM_VisL12R
1591	SD_DPSnr2	1924	TM_VisL13
1592	SD_DPSnrX	1925	TM_VisL13R
1593	SD_ED90_SR	1926	TM_VisL14H
1594	SD_Feel	1927	TM_VisL14R
1595	SD_FeelR	1928	TM_VisL14TH
1596	SD_Garage	1929	TM_VisL14TR
1597	SD_GaragR	1930	TM_VisL16H
1598	SD_Grease	1931	TM_VisL16R
1599	SD_HipHop_S	1932	TM_VisL18H
1600	SD_HouseClap-01	1933	TM_VisL18R
1601	SD_HouseSD-01	1934	TMe_ED80_T1
1602	SD_Italian	1935	TMe_ED80_T2
1603	SD_ItalianR	1936	TMe_ED80_T3
1604	SD_ItalianX	1937	TMe_ED80_T4
1605	SD_LarsSnare_Head_a	1938	TMe_ED90_T1
1606	SD_LarsSnare_RimShot_a	1939	TMe_ED90_T2
1607	SD_LBSnr1	1940	TMe_ED90_T3
1608	SD_LBSnr2	1941	TMe_ED90_T4
1609	SD_LBSnrR1	1942	TMe_HiSeven7
1610	SD_LBSnrR2	1943	TMe_Tom01

1611	SD_LeveeSnare_Head_a	1944	TMe_Tom01H
1612	SD_LeveeSnare_RimShot_a	1945	TMe_Tom01L
1613	SD_MagicDubSnare_V1_a	1946	TMe_Tom01M
1614	SD_MagicDubSnare_V2_a	1947	TMe_Tom02
1615	SD_MagicDubSnare_V3_a	1948	TMe_Tom02H
1616	SD_PantherSnare2_Head_a	1949	TMe_Tom02L
1617	SD_PantherSnare2_RimShot	1950	TMe_Tom02M
1618	SD_Rim Shot	1951	TMe_Tom03
1619	SD_Rim	1952	TMe_Tom03H
1620	SD_RosannaSnare_Head_a	1953	TMe_Tom03L
1621	SD_RosannaSnare_Rim_a	1954	TMe_Tom03M
1622	SD_SnareClap-01	1955	TMe_Tom04
1623	SD_SnareClap-02	1956	TMe_Tom04H
1624	SD_SnareClap-03	1957	TMe_Tom04L
1625	SD_Snaredrum	1958	TMe_Tom04M
1626	SD_Snarepop	1959	TMe_Tom05
1627	SD_SnareR	1960	TMe_Tom05H
1628	SD_SnareRoll	1961	TMe_Tom05L
1629	SD_SnareXRim-01	1962	TMe_Tom05M
1630	SD_SnareXRim-02	1963	TMe_Tom06H
1631	SD_SnareXRim-03	1964	TMe_Tom06L
1632	SD_SnareXRim-04	1965	TMe_Tom06M
1633	SD_TechnoSnare-01	1966	TMe_Tom07H
1634	SD_TechnoSnare-02	1967	TMe_Tom07L
1635	SD_TechnoSnare-03	1968	TMe_Tom07M
1636	SD_TechnoSnare-04	1969	TMe_Tom08H
1637	SD_TechnoSnare-05	1970	TMe_Tom08L
1638	SD_TechnoSnare-06	1971	TMe_Tom09H
1639	SD_TechnoSnare-07	1972	TMe_Tom09L
1640	SD_TechSnare1	1973	TMe_Tom09M
1641	SD_TechSnare2	1974	TMe_Tom10H
1642	SD_Trap-Snap-RSK1	1975	TMe_Tom10L
1643	SD_Trap-Snare1	1976	TMe_Tom10M
1644	SD_UberMetalSnare_Head	1977	TMe_Tom11H
1645	SD_UberMetalSnare_RimShot	1978	TMe_Tom11L
1646	SD_VisL5xH	1979	TMe_Tom11M
1647	SD_VisL5xR	1980	TMe_Tom12H
1648	SD_VisL6.5x14H	1981	TMe_Tom12L
1649	SD_VisL6.5xXS	1982	TMe_Tom12M
1650	SDe_ED80	1983	TMe_Tom13H
1651	SDe_ED80R	1984	TMe_Tom13L
1652	SDe_ED80X	1985	TMe_Tom13M
1653	SDe_ED90	1986	TMe_Tom15H
1654	SDe_Gen_01	1987	TMe_Tom15L
1655	SDe_Gen_02	1988	TMe_Tom15M
1656	SDe_Gen_03	1989	TMe_Tom16H
1657	SDe_Gen_04	1990	TMe_Tom16L1
1658	SDe_Gen_05	1991	TMe_Tom16L2
1659	SDe_Gen_06	1992	TMe_Tom16M1
1660	SDe_Gen_07	1993	TMe_Tom16M2
1661	SDe_Gen_08	1994	TMe_Tom17H
1662	SDe_Gen_09	1995	TMe_Tom17L
1663	SDe_Gen_10	1996	TMe_Tom17M
1664	SDe_Gen_11	1997	TMe_Tom18H
1665	SDe_Gen_12	1998	TMe_Tom18L

Sample ##	Sound
1999	TMe_Tom18M
2000	TMe_Tom19H
2001	TMe_Tom19L
2002	TMe_Tom19M
2003	TMe_Tom20H
2004	TMe_Tom20L
2005	TMe_Tom20M
2006	TMe_TrapTomHi