



Nitro Pro Drum Module

User Guide



(1.0) Introduction 4

 (1.1) Box Contents.....4

 (1.2) Support4

 (1.3) Setup.....5

 (1.3.1) Connection Diagram 5

 (1.3.2) Drum Setup and Playing.....5

(2.0) Features.....6

 (2.1) Top Panel.....6

 (2.2) Rear Panel 10

 (2.3) Side Panel 11

 (2.4) Bottom Panel 11

(3.0) Basic Functions..... 12

 (3.1) Editing and Saving Drum Kits 12

 (3.2) Playing Along With Songs 13

 (3.3) Playing Along With Beats, Rhythms, and Patterns 13

(4.0) Advanced Functions 14

 (4.1) Adjusting Utility Settings 14

 (4.2) Adjusting the Metronome 14

 (4.3) Recording..... 15

 (4.4) MIDI Settings..... 16

 (4.5) Connecting to a Bluetooth® Device 17

(5.0) Appendix	18
(5.1) Velocity Curves.....	18
(5.2) Pad MIDI Note Numbers	19
(5.3) Kits.....	20
(5.4) Sounds.....	21
(5.5) Technical Specifications	26
(5.6) Trademarks & Licenses	26

(1.0) Introduction

(1.1) Box Contents

Nitro Pro Drum Module

Nitro Pro Drum Kit & Accessories

Drumeo Drum Lessons Card

Quickstart Guide

Safety & Warranty Manual

(1.2) Support

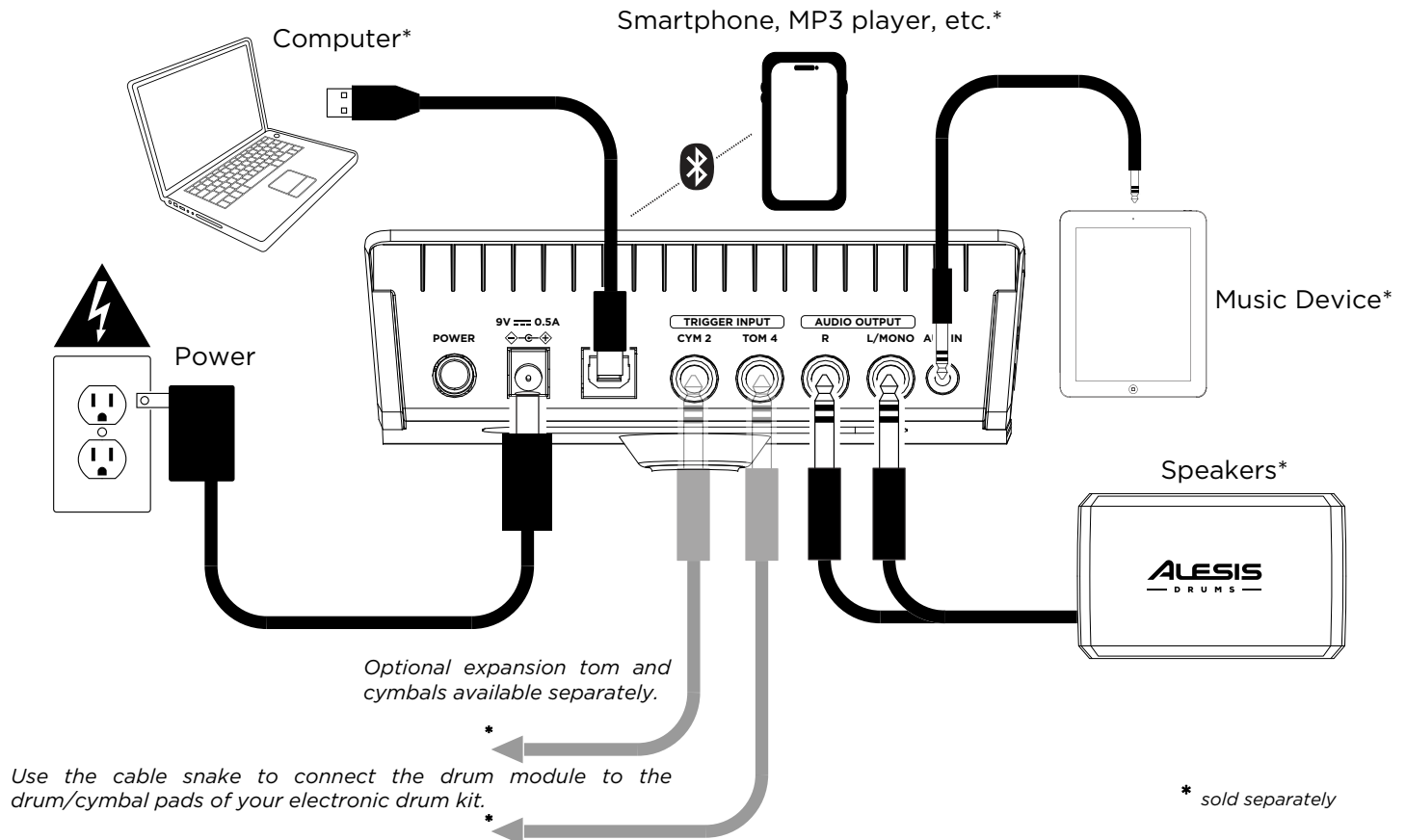
For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit alesis.com.

For additional product support, visit alesis.com/support.

(1.3) Setup

Items not listed in [\(1.1\) Box Contents](#) are sold separately.

(1.3.1) Connection Diagram



(1.3.2) Drum Setup and Playing

1. Connect your electronic drum kit's pads to the cable snake, then connect the cable snake to the **Cable Snake Input** on the module's bottom panel.
2. *Optional:* If you have any additional pads (e.g., an extra tom, an extra crash cymbal), connect them to the module's **Tom 4 Input** or **Crash 2 Input**.
3. Connect speakers (sold separately) to the **Audio Output** and/or connect 1/8" stereo headphones (sold separately) to the **Phones** output. Turn the **Volume** knob all the way down (counterclockwise).
4. Connect the module to a power source, using the included power adapter (9V DC, 500 mA, center positive).
5. Press the **Power Button** to turn the module on.
6. Adjust the **Volume** knob to an appropriate level and play some drums!

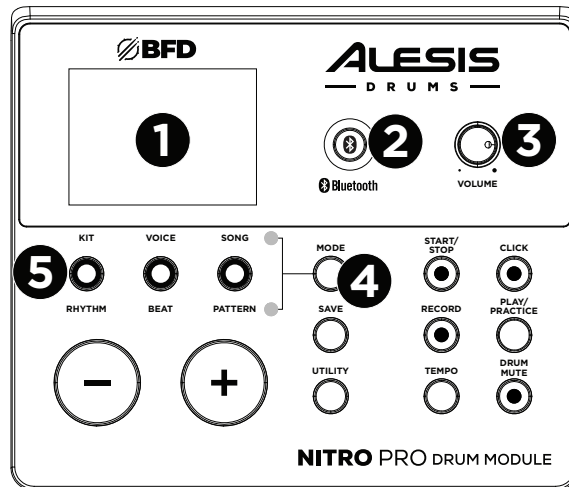
Selecting a Drum Kit: After powering on the module, or after pressing the **Kit** button, you will see the **Kit** indicator and **NUM** on the display. Use the **-** and **+** buttons to select a drum kit, and start playing! Kits 01-36 are Preset Kits. Kits 37 - 52 are User Kits (see [\(3.1\) Editing and Saving Drum Kits](#) for more information).

Note: The top Mode LED (Normal Mode), and KIT button LED must be lit in order to cycle through available Kits.

Using the Click: You can turn the click track (metronome) on or off by pressing the **Click** button. Adjust its tempo by pressing **Tempo** and using the **-** and **+** buttons to set the new BPM (beats per minute). See [\(4.2\) Adjusting the Metronome](#) for more information about metronome features.

(2.0) Features

(2.1) Top Panel



1. Display

This display shows information relevant to the current settings and functions.

2. Bluetooth®

Press this button to pair to a Bluetooth device. The backlit button will be lit solid when a device is paired. If the button is pressed again, pairing mode will be canceled. See [\(4.5\) Connecting to a Bluetooth® Device](#) for more details.

3. Volume

Adjusts the output volume of the **Audio Output** and **Phones**.

4. Mode

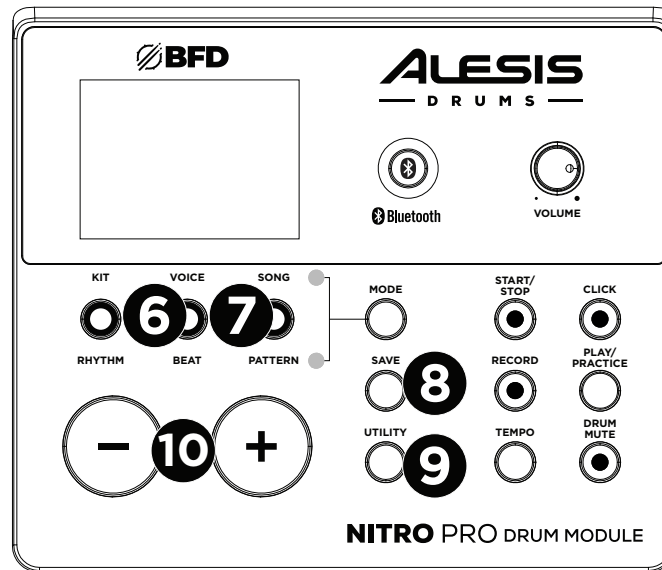
Press to set the function of the three buttons to the left to Normal mode (**Kit**, **Voice**, **Song**) or Learning mode (**Rhythm**, **Beat**, **Pattern**), indicated by the LEDs.

5. Kit / Rhythm

In Normal Mode, press this button to enter the Kit Menu, where you can select a kit or adjust kit-related settings.

In Learning Mode, press this button to select a rhythm (full kit) to play along to or adjust pattern-related settings.

Note: To play along with the pre-recorded rhythm pattern, press the **Play/Practice** button. To play along without the pre-recorded rhythm pattern and keep score of your performance, press the **Start/Stop** button.



6. Voice / Beat

In Normal Mode, press this button to enter the Voice Menu, where you can select a voice (drum sound) or adjust voice-related settings. In Learning Mode, press this button to select a beat (snare drum only) to play along to or adjust pattern-related settings.

Note: To play along with the pre-recorded beat pattern, press the **Play/Practice** button. To play along without the pre-recorded beat pattern and keep score of your performance, press the **Start/Stop** button.

7. Song / Pattern

In Normal Mode, press this button to enter the Song Menu, where you can select a song or adjust song-related settings. In Learning Mode, press this button to enter the Pattern Menu, where you can select a pattern (full kit plus accompaniment) to play along to or adjust pattern-related settings.

Note: To play along with the pre-recorded pattern, including backing track drums, press the **Play/Practice** button. To play along with the pre-recorded pattern and keep score of your performance without the backing track drums, press the **Start/Stop** button.

8. Save

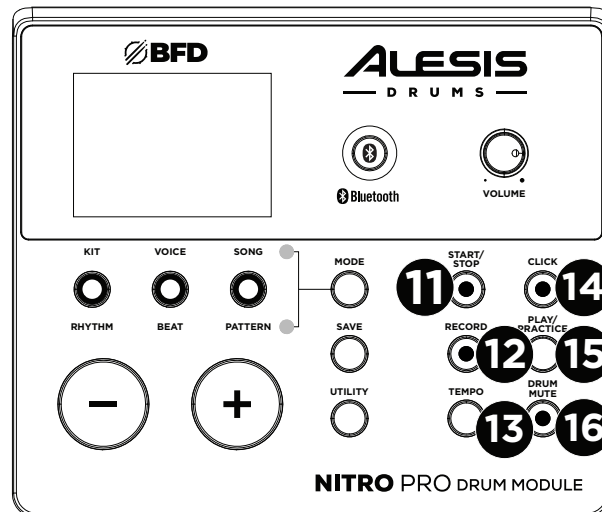
While in Kit or Voice mode, press the **Save** button to save the current kit settings. Use the - / + buttons to select an available save slot, and then press **Save** again. To cancel a change before saving, press **Kit**, **Voice**, or **Song**. See [\(3.1\) Editing and Saving Drum Kits](#) for more details.

9. Utility

While in Normal Mode (**Kit**, **Voice**, or **Song**), press this button repeatedly to access the advanced settings for the pads, as well as the module's MIDI settings. Use the - / + buttons to adjust parameters. See the [\(4.1\) Adjusting Utility Settings](#) section for more information.

10. - / +

Press to adjust the selected parameter. Use these buttons to change the value of the setting shown on the display, such as kit numbers or effects levels.



11. Start/Stop

When in the Normal Mode, press this button to start or stop Song playback. See [\(3.2\) Playing Along With Songs](#) for more details.

When in the Learning Mode, press this button to start or stop the selected Pattern, Rhythm, or Beat scored performance, once you feel you have learned the Pattern, Rhythm, or Beat in Play/Practice. Select a Song /Pattern/Rhythm/Beat using the - / + buttons. Press and hold the **Play/Practice** button for 2 seconds to hear the playback of your performance. Press **Start/Stop** or **Play/Practice** again to stop playback. See [\(3.3\) Playing Along With Beats, Rhythms, and Patterns](#) for more details.

12. Record

While in Normal Mode (Kit, Voice, or Song), press this button once to record-arm the module. When armed, the button LED will flash. To start recording, press **Start/Stop** or hit a pad. When recording, its LED will light solid. (To stop recording, press **Start/Stop** again.) See the [\(4.3\) Recording](#) section for more information.

13. Tempo

Press to display the current tempo in beats per minute (BPM). Use the - / + buttons to change it.

14. Click

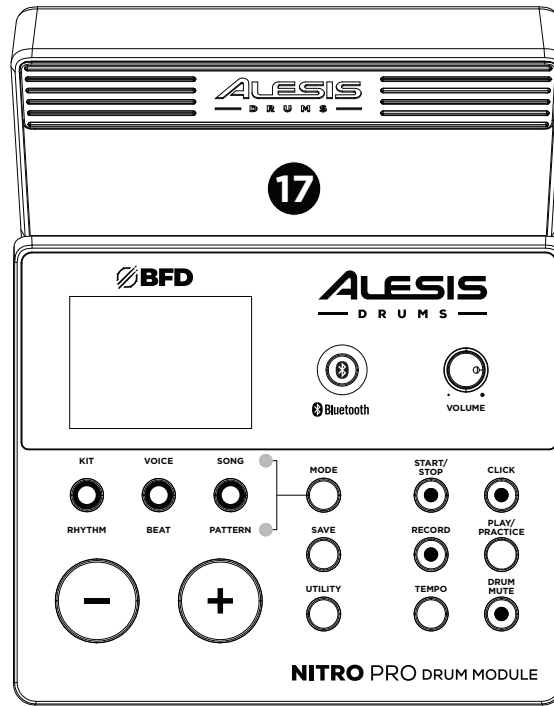
Press this to turn the click track (metronome) on or off. See the [\(4.2\) Adjusting the Metronome](#) section for more information.

15. Play/Practice

In Normal Mode, press this button to hear a recorded performance. In Learning Mode, press this button to start playing the beat, rhythm, or pattern; you can then play along to it without being scored.

16. Drum Mute

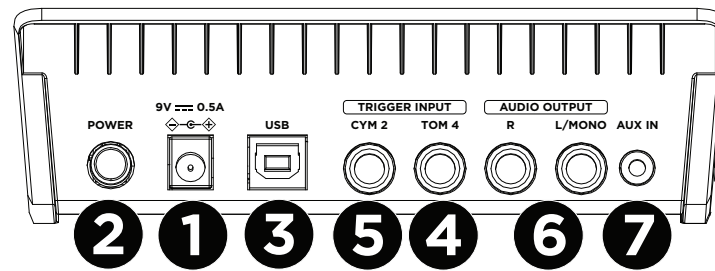
When this button is on, its LED will be lit and the pre-recorded drum part will be muted so you can hear only your performance and any accompaniment (backing music). While in Song mode, this button can be pressed again to hear the pre-recorded drum part. This button will automatically be on while recording.



17. Mobile Device Shelf

Place your device here. While the rubber padding will help keep your device still, use caution when playing with force as vibrations from heavy playing may cause the device to move. Please keep your device in landscape mode for the most stability.

(2.2) Rear Panel



1. Power Input

Connect the included power adapter (9V DC, 500mA, center pin-positive) here, then connect the adapter to wall power.

Note: To save energy, the drum module will shut down automatically after 30 minutes of no activity. If you do not need this feature or want to adjust the shutdown time, do the following:

- I. Power on the drum module.
- II. Press **Utility** repeatedly until the Power page (**POW**) is selected.
- III. Use the - / + buttons to adjust the shutdown time (30 - 60 minutes, or **OFF**).

2. Power Button

Press the **Power button** to turn the module on or off.

3. USB-B Port

Use a USB cable (sold separately) to connect the module to your computer to send MIDI information.

Note: Only MIDI information is sent over the USB connection, not audio.

4. Tom 4 Trigger Input (1/4" [6.35 mm] TRS)

Use a standard 1/4" TRS cable to connect this input to an optional drum pad, which will trigger the Tom 4 sound.

5. Crash 2 Trigger Input (1/4" [6.35 mm] TRS)

Use a standard 1/4" TRS cable to connect this input to an optional cymbal pad, which will trigger the Crash 2 sound.

6. Audio Output (1/4" [6.35 mm] TRS)

Connect this output to a speaker, amplifier system, or mixer.

7. Aux Input (1/8" [3.5 mm] TRS)

Connect an auxiliary device such as a phone, MP3 player, or CD player here. This audio will be heard in the Audio Outputs and Phones output. During recording, the audio from this input will not be recorded.

(2.3) Side Panel

1. Phones Output

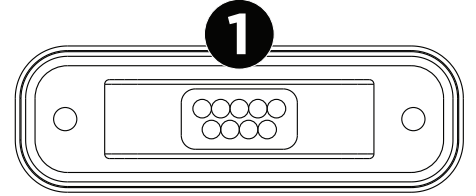
Connect your 1/8" (3.5 mm) headphones to this output.



(2.4) Bottom Panel

1. Cable Snake Input

Connect the cable snake included with the Nitro Pro Drum Kit to the module here.



(3.0) Basic Functions

(3.1) Editing and Saving Drum Kits

Important:

- To edit and save your kits, you must be in Normal Mode, with either the Kit or Voice button lit.
- Remember to save your kits after you have entered the settings you want!

First, press **Kit** until **NUM** appears on the display. Then use the **- / +** buttons to select your desired kit. Once you've selected your kit, you can edit its settings.

To adjust the kit settings:

1. Press the **Kit** button to cycle between these other editable kit parameters:
 - **VOL**: Kit volume
 - **REV***: Kit reverb
 - **EQH***: Equalization, high frequencies
 - **EQM***: Equalization, mid frequencies
 - **EQL***: Equalization, low frequencies
2. Use the **-** and **+** buttons to adjust the value.

* The reverb and equalization affect the sound of the kit and song.

To adjust the pad settings:

1. Make sure the module is in Normal mode (top Mode LED is lit).
2. Hit the pad whose settings you want to adjust.
3. Press the **Voice** button.
4. Press **- / +** buttons to change a sound.
5. Press the **Voice** button again to view and edit these settings on the display:
 - **NUM / H-C****: Pad voice (drum, cymbal, or percussion sound)
 - **VOL**: Pad volume
 - **PAN**: Pad panning
 - **PIT**: Pad pitch
 - **REV**: Pad reverb
 - **MID**: MIDI note. See the [\(5.0\) Appendix](#) for a list of the default MIDI note numbers for each pad.
 - **P-S**: Pad song switch (selects whether or not a song will play when that pad is struck)
 - **P-N*****: Pad song number (selects which song will play when that pad is struck, if P-S is set to **ON**)
6. Use the **-** and **+** buttons to adjust the value.

** If the selected pad is the Hi-Hat, you can choose one of the combinations of open and closed hi-hat sounds (H-C, 001-007).

*** Songs 61 - 80 are pitched, nondrum samples (e.g., bass, piano, vibraphone, etc.) rather than actual songs, so they're ideal for assigning to a pad, when selecting the "pad song number." Songs 66 - 80 will change pitch with each hit. Songs 1 - 60 are actual songs.

To save your settings:

1. Press **Save**.
2. Use the **-** and **+** buttons to select the User Kit slot you want to save it to (33 -48).
3. Press **Save** again.

To cancel a change before saving, press Kit, Voice, or Song.

(3.2) Playing Along With Songs

Important: To play songs, you must be in Normal Mode (Kit, Voice, Song).

To select and play a song:

1. Press the **Song** button until **NUM** appears on the display.
2. Use the **-** and **+** buttons to select a song.
3. Press **Start/Stop** to begin playback.

Adjust the tempo by pressing **Tempo** and using the **-** and **+** buttons to adjust the BPM. Press both **-** and **+** buttons simultaneously to reset the tempo to its default value. Press the **Song** button to cycle through additional Song settings.

Adjust the volume of the music (not the drum part) by pressing the **Song** button, then press the **Song** button repeatedly until **ACC** appears on the display. Use the **-** and **+** buttons to adjust the volume. It will return to its default volume setting when you power the module off.

Adjust the volume of the drum part by pressing the **Song** button, then press the **Song** button until **DRM** appears on the display. Use the **-** and **+** buttons to adjust the volume. To mute/unmute the drum part entirely, press **Drum Mute**. It will return to its default volume setting when you power the module off.

(3.3) Playing Along With Beats, Rhythms, and Patterns

Important: To play along with Beats, Rhythms, or Patterns, you must be in Learning Mode.

1. Press one of these Learning Mode buttons to select how you want to play:
 - **Beat (BEA)**: Snare drum only
 - **Rhythm (RHM)**: Full kit
 - **Pattern (PTN)**: Full kit plus musical accompaniment
2. Use the **-** and **+** buttons to select the beat, rhythm, or pattern you want to practice.
3. **To practice without being scored**, press **Play/Practice (PRA)** will appear on the display). After a count-in, the beat, rhythm, or pattern will repeat so you can practice it.

To play and be scored, press **Start/Stop**. After a count-in (**EXM** will appear on the display), the beat, rhythm, or pattern will play once without the drum part. Play the drum part as accurately as possible. At the end, you will receive a score (**SCO**) based your accuracy. To improve your score, **Practice** the beat, rhythm, or pattern without being scored (see above) and try again!

Every played and scored attempt is automatically recorded. Press and hold **Play/Practice** for 2 seconds to hear the playback of your practice (**PLY**). Press **Play/Practice** again to stop playback.

Notes:

- If **EPY** appears on the display, it means the memory is empty because no recording was made. Play while scoring your performance (as described above) to record.
- If **FUL** appears on the display, it means the module's memory became full while recording. You can clear/overwrite the memory by simply making a new recording.

To adjust the Learning Mode settings:

Each Learning Mode has different adjustable settings. Press the desired Learning Mode button (**Rhythm**, **Beat**, or **Pattern**) to cycle through the additional settings, and use the **-** and **+** buttons to adjust their values:

- **Beat (BEA)**: (**DRM**) Drum volume
- **Rhythm (RHM)**: (**LEV**) Difficulty level; (**DRM**) Drum volume
- **Pattern (PTN)**: (**LEV**) Difficulty level; (**ACC**) Accompaniment; (**DRM**) Drum volume

(4.0) Advanced Functions

(4.1) Adjusting Utility Settings

The Utility menu lets you further customize your pad settings and adjust the module's MIDI settings.

To adjust the Utility settings:

1. Press the **Mode** button so that Normal Mode (Kit, Voice, Song) is active.
2. Hit the pad whose settings you want to adjust.
3. Press the **Utility** button repeatedly until the desired setting appears on the display:
 - **SEN** (Pad sensitivity): Controls how responsive a pad is when you hit it. The higher the value, the less forcefully you need to play to generate a loud hit.
 - **THR** (Pad threshold): Controls how forcefully you have to hit the pad to generate a sound. The higher the value, the harder you have to hit it.
 - **CRO** (Pad crosstalk): Crosstalk is the unintentional triggering of a pad when an adjacent pad is hit. The higher the value, the less likely the pad will be triggered by crosstalk.
 - **CUR** (Pad velocity curve): Controls the pad's dynamic response relative to the force (velocity) of your hit. The curves are shown in the [\(5.0\) Appendix](#) section.
 - **R-S** (Pad rim sensitivity): Controls how responsive a pad's rim is when you hit it.
 - **S-S** (Hi-Hat "splash" sensitivity): Controls how responsive the hi-hat "splash" effect is when you hit the pedal. To create this sound, tap your foot on the pedal but lift it up immediately instead of leaving your foot down.
 - **LOC** (Local Mode): See [\(4.4\) MIDI Settings](#) for more information.
 - **GM** (General MIDI Mode): See [\(4.4\) MIDI Settings](#) for more information.
4. Use the **-** and **+** buttons to adjust the value.

To save the settings, press **Save**. Otherwise, they will return to their default settings when you power the module off.

(4.2) Adjusting the Metronome

The module's built-in metronome can be used when practicing, performing, recording, or playback.

Using the metronome:

You can turn the click track (metronome) on or off by pressing the **Click** button. Adjust its tempo by pressing **Tempo** and using the **-** and **+** buttons to set the new BPM (beats per minute).

To adjust the metronome settings:

1. Turn on the metronome (by pressing **Click**), then, while in Normal Mode, press the **Mode** button repeatedly until the desired setting appears on the display:
 - **SIG** (Time signature): The time signature the metronome is counting. (When a "0" is selected as the first number, the first beat will not be indicated by a different metronome sound; every beat will have the same sound.)
 - **INT** (Interval): The subdivisions that the metronome will play.
 - **VOL** (Volume): The metronome volume.
 - **VOC** (Voice): The metronome sound.
2. Use the **-** and **+** buttons to adjust the value. The settings will be automatically saved.

(4.3) Recording

To record:

1. Press the **Mode** button so that Normal Mode (Kit, Voice, Song) is active.
2. Press **Record**. The button's LED will flash and the metronome will turn on automatically. This means the module is record-armed.
3. To start recording, press **Start/Stop**, or hit any pad. The **Record LED** will light solid. (To cancel recording instead, press **Record** again.)
4. To stop recording, press **Start/Stop**, or press **Record**. The **Record LED** will turn off.
5. To play the recording, press **Play/Practice**. Press it again to stop playback.

Notes:

- In Learning Mode when Start/Stop is pressed, your performances are automatically recorded.
- If **FUL** appears on the display, it means the module's memory became full while recording. You can clear/overwrite the memory by simply making a new recording.

To record your performance with a Song:

1. Adjust the Song number (**SNG**) (as described in the [To adjust the recording settings](#) section below).
2. Start recording (as described in the [To record](#) section above).
3. To play the recording, press **Play/Practice**. Press it again to stop playback.

To adjust the recording settings:

1. Press **Record**. The button's LED will flash and the metronome will turn on automatically. This means the module is record-armed.
2. Press **Mode** until the desired setting appears on the display:
 - **SNG** (Song number): The song that will play in the background.
 - **KIT** (Kit): The drum kit that will be recorded.
 - **BPM** (Tempo): The recording tempo.
 - **SIG** (Time signature): The recording time signature.
 - **INT** (Interval): The subdivisions that the metronome will play.
 - **DRM** (Drum mute): When not set to a song (---) or when set to Song 61-80, this setting is disabled because an actual song is not selected (Songs 61-80 are actually just samples that can be assigned to the pads). When set to Song 1-60, you can set this to **ON** or **OFF** to turn the original drum part on or off. Alternatively, you can press the **Drum Mute** button.
 - **PRC** (Pre-count): When set to **ON**, there will be a one-measure count-in before the recording starts. When set to **OFF**, the recording will start immediately after you press **Start/Stop** or hit a pad.
3. Use the **-** and **+** buttons to adjust the value. The settings will be automatically saved.

(4.4) MIDI Settings

To change the MIDI note number sent by each pad, see the section [\(3.1\) Editing and Saving Drum Kits > To adjust the pad settings](#).

To adjust the MIDI settings:

1. Hit the pad whose settings you want to adjust.
2. Press **Utility** repeatedly until the desired setting appears on the display:
 - **LOC** (Local Mode):
 - ç When set to **ON**, playing your electronic drum kit will trigger the sounds in the drum module.
 - ç When set to **OFF**, playing your electronic drum kit will trigger sounds in a computer connected to the module's **USB port**, bypassing the drum module's sound library.
 - ç **GM** (General MIDI Mode): When set to **ON**, Channel 10 in the drum module will use General MIDI percussion sounds.
 - ç When set to **OFF**, Channel 10 in the drum module will use the module's internal drum sounds.
3. Use the **-** and **+** buttons to adjust the value.

To record to recording software (DAW):

1. Use a USB cable (sold separately) to connect to the USB port on the module's rear panel to an available USB port on your computer.
2. Open DAW software and set the active instrument or MIDI track to Channel 10, and start recording.
Note: Be sure to have an instrument plugin (like BFD player) inserted into the instrument track or MIDI track.
3. Start recording in your DAW.
4. Play your Nitro Pro kit!
5. Stop recording in your DAW. Your performance has been recorded.

To use BFD player as a standalone drum module:

1. Use a USB cable (sold separately) to connect to the USB port on the module's rear panel to an available USB port on your computer.
2. Install BFD Player and any associated Expansion Packs.
3. Open your BFD Player software.
4. Select the **Cog icon** (Settings) in the bottom left corner of BFD Player.
5. In the **Audio** section, select your Sample Rate, Buffer Size, and Output. Be sure that your headphones are connected to whatever audio source you have selected, such as your laptop's headphone output or audio interface's output.
Important: Audio from BFD Player will not be sent out of the Nitro Pro's headphone output.
6. In **MIDI Input Device**, select "Alesis Nitro Pro".
7. Close the settings window.
8. In the left side of the BFD Player's window, select the expansion pack kit you would like to use.
9. Play your Nitro Pro Kit and enjoy!

(4.5) Connecting to a Bluetooth® Device

1. Press and release the **Power** button to power on the Nitro Pro drum module. When no Bluetooth device is connected, the Bluetooth button LED will be off.
2. Press the **Bluetooth button** to enter pairing mode. The Bluetooth button LED will flash.
3. Navigate to your device's Bluetooth settings and select Alesis Nitro Pro. Once your device has been paired, the Bluetooth button LED will be fully lit.

Note: If the Bluetooth button is pressed again, pairing mode will be canceled, and the LED will return to the previous state (paired with the previous device or no device).

To disconnect a paired device, press and hold the **Bluetooth** button again.

POWER



Press and release



Press



Flashing LED = Pairing mode

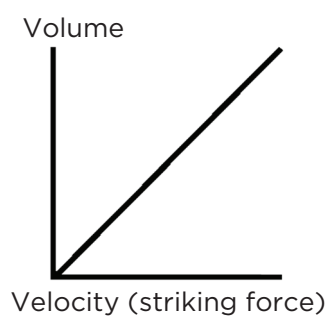


Solid LED = Paired

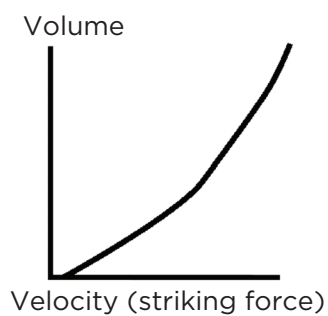
(5.0) Appendix

(5.1) Velocity Curves

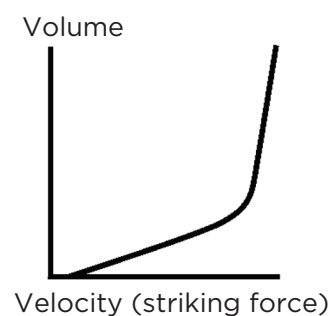
Curve 1



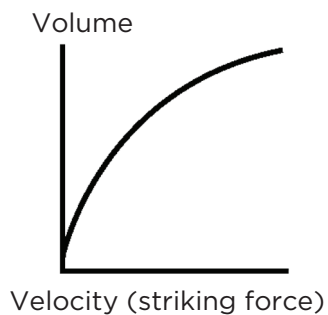
Curve 2



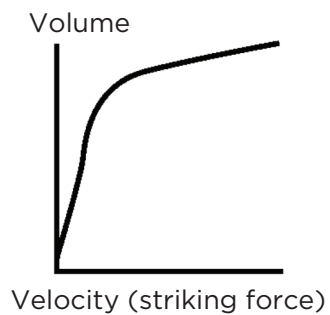
Curve 3



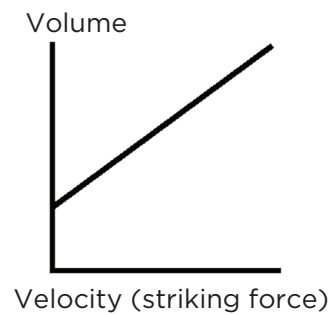
Curve 4



Curve 5



Curve 6



(5.2) Pad MIDI Note Numbers

Trigger	MIDI Note Number
Kick	36
Snare	38
Snare Rim	40
Tom 1	48
Tom 1 Rim	50
Tom 2	45
Tom 2 Rim	47
Tom 3	43
Tom 3 Rim	58
Tom 4	41
Tom 4 Rim	39
Ride	51
Crash 1	49
Crash 2	57
Hi-Hat Open	46
Hi-Hat Half-Open	23
Hi-Hat Closed	42
Hi-Hat Pedal	44
HH Splash	21

(5.3) Kits

1	Deep Rock	20	Brush
2	Tight Pop	21	Room
3	Roomy Rock	22	Rock
4	Phat Pop	23	Pop Rock
5	Tight Rock	24	Jazz
6	Garage	25	Jazz Brush
7	Studio Rock	26	Timpani
8	Power Pop	27	Songo
9	Gretsch	28	1971's
10	HOP	29	Latin
11	Jazz Noir	30	Disco
12	VRT	31	Tr606
13	Acoustic	32	909
14	Standard 1	33	HipHop
15	Standard 2	34	Electron 1
16	Funk 1	35	Electron 2
17	Funk 2	36	Teckno 1
18	Fusion	37-52	USR1 - USR16
19	Camco		

(5.4) Sounds

1	Grch Kick	43	Step Kick	85	Rock Snare Rim 1
2	Snr Kick	44	Teckno Kick	86	Rock Snare 2
3	Copper Kick	45	Drum Bass Kick	87	Rock Snare 3
4	Mpx Kick	46	Junkyard Kick	88	Room Snare 1
5	Grch Purple Kick	47	Noise Kick	89	Room Snare 2
6	HOP Kick	48	Industry Kick	90	Room Snare 3
7	Jazz Noir Kick	49	Lowfi Kick	91	Steel Snare
8	VRT Kick	50	Disco Kick	92	Steel Snare Rim
9	Standard Kick 1	51	808 Kick	93	Jazz Snare 1
10	Standard Kick 2	52	909 Kick	94	Jazz Snare Rim 1
11	Classic Kick 1	53	Electron Kick 1	95	Jazz Snare 2
12	Classic Kick 2	54	Electron Kick 2	96	Jazz Snare Rim 2
13	Rock Kick 1	55	Electron Kick 3	97	Jazz Latin Snare
14	Rock Kick 2	56	Electron Kick 4	98	Big Band Snare
15	Rock Kick 3	57	Electron Kick 5	99	Camco Snare
16	Room Kick 1	58	Electron Kick 6	100	Camco Snare Rim
17	Room Kick 2	59	Electron Kick 7	101	Brush Snare 1
18	Jazz Kick 1	60	Snr Snare 1 Head	102	Brush Snare 2
19	Jazz Kick 2	61	Snr Snare 2 Rimshot	103	Brush Snare Rim
20	Big Band Kick 1	62	Acro Snare Head	104	Funk Snare 1
21	Big Band Kick 2	63	Acro Snare Rim	105	Funk Stick
22	Camco Kick 1	64	Snr Snare 2 Head	106	Funk Band Snare
23	Camco Kick 2	65	Snr Snare 2 Rim	107	Funk Band Snare Rim
24	Funk Kick 1	66	Mpx Snare Head	108	Funk Band Snare Stick
25	Funk Kick 2	67	Mpx Snare Rim	109	Fusion Snare
26	Funk Kick 3	68	Gretsch Purple Snare Head	110	Fusion Snare Stick
27	HipHop Kick 1	69	Gretsch Purple Snare Rim	111	Snare Stick
28	HipHop Kick 2	70	HOP Snare Head	112	Pwrbd Snare
29	HipHop Kick 3	71	HOP Snare Rim	113	HipHop Snare 1
30	HipHop Kick 4	72	Jazz Noir Snare Head	114	HipHop Snare 2
31	1969 Kick	73	Jazz Noir Snare Rim	115	1969 Snare
32	1971 Kick	74	VRT Snare Head	116	1969 Snare Rim
33	1976 Kick	75	VRT Snare Rim	117	1971 Snare
34	Pwrbd Kick	76	Standard Snare	118	1971 Snare Rim
35	R&B Kick	77	Standard Snare Rim	119	1976 Snare
36	Voice Kick	78	Classic Snare 1	120	1976 Snare Rim
37	Acoust Kick	79	Classic Snare Rim 1	121	House Snare 1
38	Orchestra Kick	80	Classic Snare 2	122	House Snare 2
39	House Kick 1	81	Classic Snare Rim 2	123	House Snare 3
40	House Kick 2	82	Acoustic Snare	124	Teckno Snare 1
41	House Kick 3	83	Acoustic Snare Rim	125	Teckno Snare 2
42	House Kick 4	84	Rock Snare 1	126	808 Snare

127	909 Snare	171	Gretsch Purple Tom 1	215	Camco Tom 1
128	Drum Bass Snare 1	172	Gretsch Purple Tom 1 Rim	216	Camco Tom 2
129	Drum Bass Snare 2	173	Gretsch Purple Tom 2	217	Camco Tom 3
130	TR606 Snare	174	Gretsch Purple Tom 2 Rim	218	Camco Tom 4
131	Electronic Snare 1	175	Gretsch Purple Tom 3	219	Camco Tom 5
132	Electronic Snare 2	176	Gretsch Purple Tom 3 Rim	220	Camco Tom 6
133	Electronic Snare 3	177	Gretsch Purple Tom 4	221	Rock Tom 1
134	Electronic Snare 4	178	Gretsch Purple Tom 4 Rim	222	Rock Tom 2
135	Electronic Snare 5	179	HOP Tom 1	223	Rock Tom 3
136	Electronic Snare 6	180	HOP Tom 1 Rim	224	Rock Tom 4
137	Electronic Snare 7	181	HOP Tom 2	225	Rock Tom 5
138	Electronic Snare 8	182	HOP Tom 2 Rim	226	Rock Tom 6
139	AF Tom 1	183	HOP Tom 3	227	Room Tom 1
140	AF Tom 1 Rim	184	HOP Tom 3 Rim	228	Room Tom 2
141	AF Tom 2	185	HOP Tom 4	229	Room Tom 3
142	AF Tom 2 Rim	186	HOP Tom 4 Rim	230	Room Tom 4
143	AF Tom 3	187	Jazz Noir Tom 1	231	Room Tom 5
144	AF Tom 3 Rim	188	Jazz Noir Tom 1 Rim	232	Room Tom 6
145	AF Tom 4	189	Jazz Noir Tom 2	233	Funk Tom 1
146	AF Tom 4 Rim	190	Jazz Noir Tom 2 Rim	234	Funk Tom 2
147	Roto Tom 1	191	Jazz Noir Tom 3	235	Funk Tom 3
148	Roto Tom 1 Rim	192	Jazz Noir Tom 3 Rim	236	Funk Tom 4
149	Roto Tom 2	193	Jazz Noir Tom 4	237	Funk Tom 5
150	Roto Tom 2 Rim	194	Jazz Noir Tom 4 Rim	238	Funk Tom 6
151	Roto Tom 3	195	VRT Tom 1	239	Fusion Tom 1
152	Roto Tom 3 Rim	196	VRT Tom 1 Rim	240	Fusion Tom 2
153	Roto Tom 4	197	VRT Tom 2	241	Fusion Tom 3
154	Roto Tom 4 Rim	198	VRT Tom 2 Rim	242	Fusion Tom 4
155	Copper Tom 1	199	VRT Tom 3	243	Fusion Tom 5
156	Copper Tom 1 Rim	200	VRT Tom 3 Rim	244	Fusion Tom 6
157	Copper Tom 2	201	VRT Tom 4	245	1969 Tom 1
158	Copper Tom 2 Rim	202	VRT Tom 4 Rim	246	1969 Tom 2
159	Copper Tom 3	203	Classic Tom 1	247	1969 Tom 3
160	Copper Tom 3 Rim	204	Classic Tom 2	248	1969 Tom 4
161	Copper Tom 4	205	Classic Tom 3	249	1971 Tom 1
162	Copper Tom 4 Rim	206	Classic Tom 4	250	1971 Tom 2
163	Mpx Tom 1	207	Classic Tom 5	251	1971 Tom 3
164	Mpx Tom 1 Rim	208	Classic Tom 6	252	1971 Tom 4
165	Mpx Tom 2	209	Standard Tom 1	253	1976 Tom 1
166	Mpx Tom 2 Rim	210	Standard Tom 2	254	1976 Tom 2
167	Mpx Tom 3	211	Standard Tom 3	255	1976 Tom 3
168	Mpx Tom 3 Rim	212	Standard Tom 4	256	1976 Tom 4
169	Mpx Tom 4	213	Standard Tom 5	257	HipHop Tom 1
170	Mpx Tom 4 Rim	214	Standard Tom 6	258	HipHop Tom 2

259	HipHop Tom 3	303	909 Tom 3	347	Zil Big HH Open
260	HipHop Tom 4	304	909 Tom 4	348	Pst HH Open
261	HipHop Tom 5	305	Sab Ride 1	349	Gretsch Purple HH Open
262	HipHop Tom 6	306	Pst Ride 1	350	HOP HH Open
263	Jazz Tom 1	307	Zil Ride 1	351	Jazz Noir HH Open
264	Jazz Tom 2	308	Zil Ride 2	352	VRT HH Open
265	Jazz Tom 3	309	Gretsch Purple Ride Bell	353	Standard HH Open
266	Jazz Tom 4	310	HOP Ride Bell	354	Pop HH Open
267	Jazz Tom 5	311	Jazz Noir Ride Bell	355	Rock HH Open
268	Jazz Tom 6	312	VRT Ride Bell	356	Jazz HH Open
269	Brush Tom 1	313	Classic Ride	357	Electronic HH Open
270	Brush Tom 2	314	Acoustic Ride	358	808 HH Open
271	Brush Tom 3	315	Standard 22" Ride	359	House HH Open
272	Brush Tom 4	316	Brush Ride	360	Sab HH HF Open
273	Brush Tom 5	317	Rock Ride	361	Zil KNB HH HF Open
274	Brush Tom 6	318	Clean Pop Ride	362	Zil Big HH HF Open
275	Tom Rim 1	319	Flat Ride	363	Pst HH HF Open
276	Tom Rim 2	320	60's Ride	364	Gretsch Purple HF Open
277	Tom Rim 3	321	808 Ride	365	HOP HF Open
278	Tom Rim 4	322	Classic Crash 1	366	Jazz Noir HF Open
279	Timpani 1	323	Classic Crash 2	367	VRT HF Open
280	Timpani 2	324	Standard Crash 1	368	Standard HF Open
281	Timpani 3	325	Standard Crash 2	369	Pop HF Open
282	Timpani 4	326	Standard Crash 3	370	Rock HF Open
283	TR606 Tom 1	327	Rock Crash 1	371	Jazz HF Open
284	TR606 Tom 2	328	Rock Crash 2	372	Sab HH Close
285	TR606 Tom 3	329	Splash	373	Zil KNB HH Close
286	TR606 Tom 4	330	MnI Crash 1	374	Zil Big HH Close
287	TR606 Tom 5	331	Zil Crash 1	375	Pst HH Close
288	TR606 Tom 6	332	Pst Crash 1	376	Gretsch Purple HH Close
289	808 Tom 1	333	Sab China	377	HOP HH Close
290	808 Tom 2	334	Gretsch Purple Crash	378	Jazz Noir HH Close
291	808 Tom 3	335	HOP Crash	379	VRT HH Close
292	808 Tom 4	336	Jazz Noir Crash	380	Standard HH Close
293	808 Tom 5	337	VRT Crash	381	Pop HH Close
294	808 Tom 6	338	Brush Crash	382	Rock HH Close
295	Electronic Tom 1	339	China	383	Jazz HH Close
296	Electronic Tom 2	340	Orchestra Crash	384	Electronic HH Close
297	Electronic Tom 3	341	HipHop Crash	385	808 HH Close
298	Electronic Tom 4	342	808 Crash	386	House HH Close
299	Electronic Tom 5	343	606 Crash	387	Sab HH Pad
300	Electronic Tom 6	344	Electronic Crash	388	Zil KNB HH Pad
301	909 Tom 1	345	Sab HH Open	389	Zil Big HH Pad
302	909 Tom 2	346	Zil KNB HH Open	390	Pst HH Pad

391	Gretsch Purple HH Pad	436	Timbale Low	480	Nan Bang
392	HOP HH Pad	437	Timpani High	481	Da Mu Yu
393	Jazz Noir HH Pad	438	Timpani Low	482	Mu Yu 1
394	VRT HH Pad	439	Open Tabla High	483	Mu Yu 2
395	Standard HH Pad	440	Open Tabla Low	484	Mu Yu 3
396	Pop HH Pad	441	Slap Tabla	485	Mu Yu 4
397	Rock HH Pad	442	Mute Tabla Slap	486	Pai Gu 1
398	Jazz HH Pad	443	Cabasa	487	Pai Gu 2
399	Electronic HH Pad	444	Maracas	488	Pai Gu 3
400	808 HH Pad	445	Short Whistle	489	Mang Luo 1
401	House HH Pad	446	Guiro Short	490	Mang Luo 2
402	Sab HH Splash	447	Guiro Long	491	Mang Luo 3
403	Zil KNB HH Splash	448	Claves	492	Da Luo 1
404	Zil Big HH Splash	449	Woodblock	493	Da Luo 2
405	Pst HH Splash	450	Cuica Muted	494	Da Po 1
406	Gretsch Purple HH Splash	451	Cuica Open	495	Da Po 2
407	HOP HH Splash	452	Triangle Muted	496	Xiao Po
408	Jazz Noir HH Splash	453	Triangle Open	497	Xiao Luo
409	VRT HH Splash	454	Sleigh Bells	498	Tenluo
410	Standard HH Splash	455	Wind Chimes	499	Peng Lin
411	Rock HH Splash	456	Castanets	500	Dog Luo
412	Metronome Bell	457	Surdo Muted	501	DJ 001
413	Metronome Click	458	Surdo Open	502	DJ 002
414	Scratch	459	Lotus Drum	503	DJ 003
415	Scratch Push	460	Cowbell 1	504	DJ 004
416	DJ FX	461	Cowbell 2	505	DJ 005
417	HiQ Zap	462	Cowbell 3	506	DJ 006
418	Ding Bell	463	Cowbell 4	507	DJ 007
419	Finger Snaps	464	Cowbell 5	508	DJ 008
420	Standard Clap	465	Cowbell 6	509	DJ 009
421	Tambourine	466	Cowbell 7	510	DJ 010
422	Vibraslap	467	Cowbell 8	511	One
423	Agogo Low	468	Cowbell 9	512	Two
424	Agogo High	469	Cowbell 10	513	Three
425	Bell Tree	470	Cowbell 11	514	Four
426	Bongo High	471	Tabla 1	515	Five
427	Bongo Low	472	Tabla 2	516	Six
428	Shaker	473	Tabla 3	517	Seven
429	Conga Slap High	474	Tabla 4	518	Eight
430	Conga Slap Mid	475	Tabla 5	519	Nine
431	Conga Low	476	Tabla 6	520	Metronome Bell
432	Open Conga	477	Da Gu 1	521	Metronome Click
434	Conga Slap	478	Da Gu 2	522	Clave Click 1
435	Cowbell	479	Zhu Ban	523	Clave Click 2

524	Stick Click 1
525	Stick Click 2
526	Cow Click 1
527	Cow Click 2
528	Fm Click 1
529	Fm Click 2

(5.5) Technical Specifications

Maximum Polyphony	64
Drum Kits	36 Factory kits / 16 User kits
Instruments	513 (drums, cymbal, percussion, SFX)
Effects	Reverb, 3-band equalizer
Sequencer	Normal Mode: 80 songs Learning Mode: 20 beats, 12 rhythms, 10 patterns Resolution: 120 ticks per quarter note Maximum Note Storage: approximately 1600 notes
Tempo	30 - 280 BPM
Display	Backlit segment LCD
Connectors	10-trigger 25-pin connector snake cable input 1/8" (3.5 mm) stereo Headphone output 1/8" (3.5 mm) stereo Auxiliary input (2) 1/4" (6.35 mm) TRS trigger inputs: Tom 4 & Crash 2 (2) 1/4" (6.35 mm) outputs (main left & right) USB-B port
Bluetooth	Bluetooth Version: 5.0/4.2 Bluetooth Profile: A2DP Bluetooth Range: 33 ft. (10 meters) Frequency Bands: 2400 - 2483.5 MHz Maximum Radio-Frequency Power: ≤20 dBm (EIRP)
Power	9V DC, 500 mA; center-positive
Dimensions (height x width x depth)	12.12" x 36.12" x 21" 308 mm x 917 mm x 533 mm
Weight	31.97 lbs. 14.5 kgs

Specifications are subject to change without notice.

(5.6) Trademarks & Licenses

Alesis is a trademark of inMusic Brands, Inc., registered in the U.S. and other countries.

The Bluetooth word mark and logos are owned by the Bluetooth SIG, Inc., and any use of such marks by Alesis is under license.

All other product names, company names, trademarks, or trade names are those of their respective owners.

alesis.com