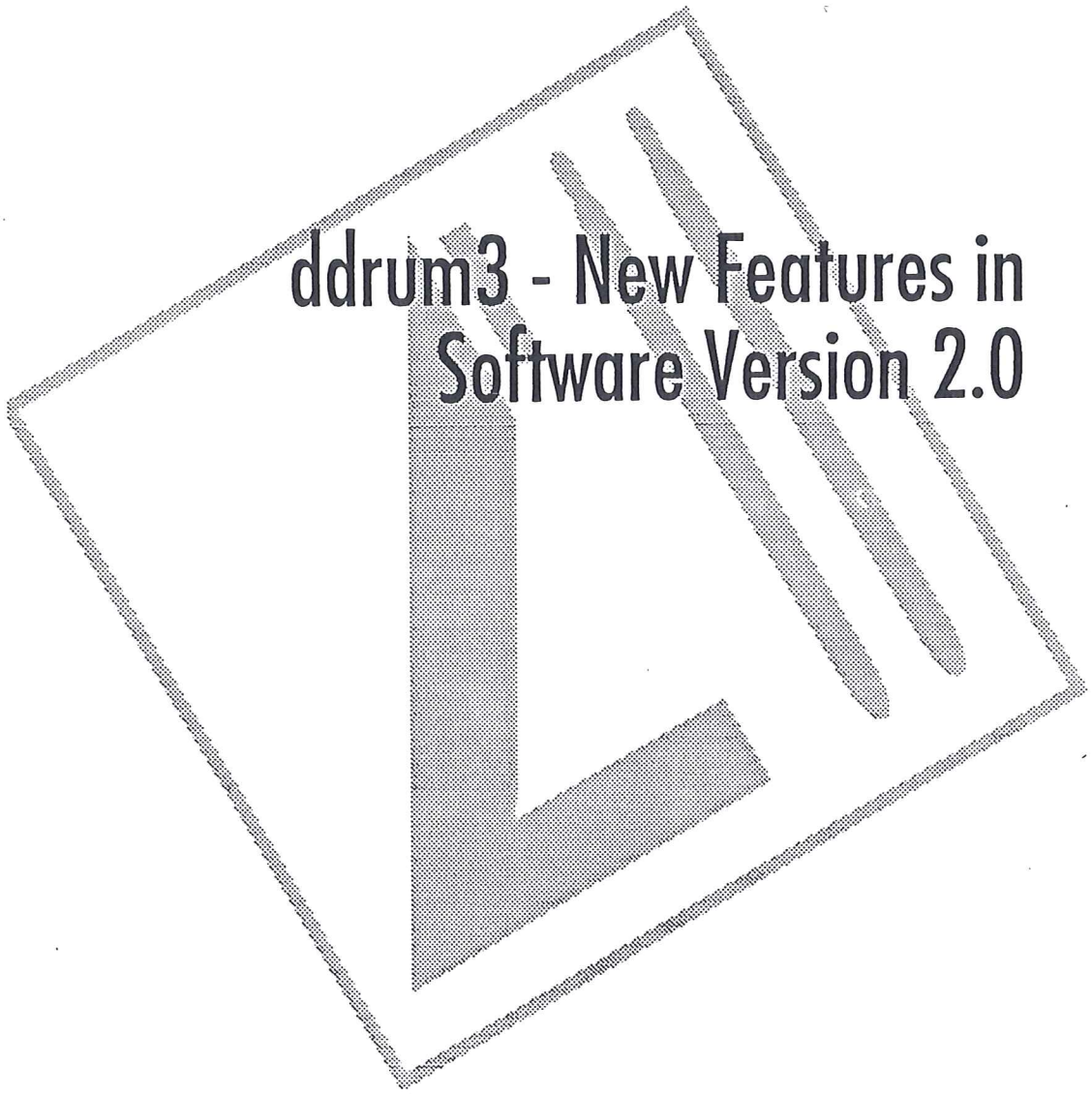

ddrum3 - New Features in Software Version 2.0

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Double Kits

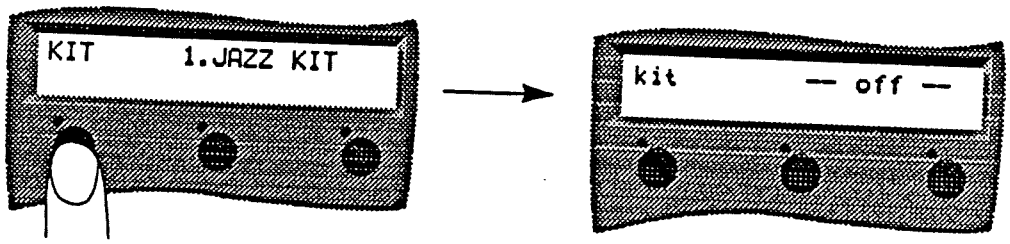
ddrum3 can now simultaneously play two different Kits. The main use for this feature is to be able to use two Kits via MIDI, or to play one Kit from the pads and the other via MIDI.

Assigning A Secondary Kit

Each of the Kits in memory may hold a reference to a secondary Kit. To select this secondary Kit, proceed as follows:

1. **If ddrum3 is in Edit mode (any of the Edit buttons are lit up), press EXIT.**
   The currently selected Kit is shown in the display.

2. **Press the button to the left, directly under the display.**
   This button toggles between the primary Kit ("KIT") and the secondary Kit ("kit"):



3. **Select a secondary Kit with the Rotary Dial.**
   You can only select Kits from the same Bank as the primary Kit.

4. **Press the left button under the display again.**
   The primary Kit is shown again. When a secondary Kit is assigned, a ">" sign is shown after the word "KIT" in the display.

5. **Store the primary Kit as described in the manual.**
   A reference to the secondary Kit is stored with the primary.

The secondary Kit is not changed in any way. You may still use it as an "ordinary" Kit.

Deassigning The Secondary Kit

If you don't want a secondary Kit, you can easily "turn off" this feature for a Kit:

1. Select the primary Kit.

2. Press the leftmost button under the display.
   The secondary Kit is shown.

3. Turn the Rotary Dial all the way left, so that the display shows "off".
   This means that no secondary Kit is assigned.

4. Press the leftmost button again to return to the primary Kit, and store it.

Playing Two Kits Via MIDI

The way the primary and secondary Kit respond to MIDI, depends on the MIDI Mode setting:

▼ In Global 1 mode, the primary Kit will respond to the Global MIDI Channel, and the secondary Kit will respond to the channel "one above" the Global MIDI Channel.
If, for example, the Global MIDI Channel is set to 4, the secondary Kit will respond to MIDI channel 5. The same note numbers are used for both Kits.

▼ In Global 2 mode, the MIDI Channels stored globally for each Audio Channel are used. The same note numbers are used for both Kits.

▼ In Kit Mode, ddrum3 uses the MIDI Channels and note numbers stored with each Kit.

Playing One Kit from the Pads and the Other via MIDI

This lets you for example practice to a sequenced drum loop, or play solos on top of a pattern etc. Which MIDI Channel and note numbers to use are determined by the MIDI Mode, as described above.

The Kit that is currently shown in the display is the one that is triggered from the pads!

As described on the previous page, you toggle between the primary and secondary Kit by pressing the button to the left under the display. When the primary Kit is selected, the characters "**KIT>**" are shown to the left in the display; when the secondary Kit is selected, the characters "**kit<**" are shown.

AKAI CD-ROM Support

ddrum3 2.0 lets you load samples not only from the internal memory of an S1000/S1100 sampler, but also directly from an Akai S1000/S1100 sample CD-ROM or hard disk drive.

Setting Up

Always make all connections with power on all units turned off! Improper handling of SCSI connections may cause permanent damage to your ddrum3 and other SCSI equipment. Please follow the points below, down to the last detail.

Connecting ddrum3 to a SCSI CD-ROM Drive

Connecting SCSI between ddrum3 and *one* other device is pretty straight forward and without risks, as long as you obey the rule above about making connections with power turned off. The correct cable can be purchased at a computer dealer and at some music stores. Please follow these instructions:

1. Make sure the power is turned off for both units.
2. Connect the SCSI cable between the CD-ROM drive and the ddrum3.
3. Consult the manual for the CD-ROM drive and check if the CD-ROM drive has to be terminated.
   If that is the case, terminate it with an optional SCSI terminator, following the instructions in the operation manual of the drive.
4. Set devices to different SCSI IDs!
   ddrum3 is normally set to ID 4 but this can be changed (see page 63 in the manual). Refer to the manual of the CD-ROM drive for information about how to change SCSI ID for the drive.
5. Turn on the CD-ROM drive.
6. Insert the CD-ROM disk in the drive.

   Please note that only CD-ROMs compatible with Akai S1000/S1100 may be used. However, even if the CD-ROM is presented as a "S3000 CD-ROM", it may very well be S1000/S1100 compatible. Make sure that this is the case before you use the CD-ROM with ddrum3.
7. When the CD-ROM disk has been properly loaded, turn on the ddrum3.

Inserting ddrum3 Into A Larger SCSI Network

Setting up a network of SCSI peripherals does contain some potential pitfalls. We will here only be able to guide you through the basics on SCSI ID's, termination, and configuration. More information can be found in computer text books.

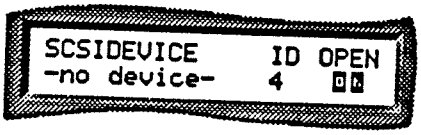
- ▼ The devices at the ends of your SCSI chain must be terminated! The ddrum3 has terminators built in, but these can be removed if needed (contact your dealer for more info). If you set things up any other way, with terminated devices in the middle of the SCSI chain, or a terminator missing, data transmission most probably won't work properly. In the worst case, one of your SCSI devices might get physically damaged.
- ▼ If you have a Macintosh computer, it should always be in one end of the SCSI chain of devices. The computer is "internally terminated", which means you don't have to worry about its termination
- ▼ A golden rules of SCSI is to set all devices to different IDs before turning on power! Each hard disk and CD-ROM (even those built into the sampler) occupy a SCSI ID number, and two connected SCSI devices may not have the same ID number.
  ddrum3 is normally set to ID 4 but this can be changed (see page 63). Macintosh computers and their internal hard disks always occupy IDs 0 *and* 7. Akai samplers are normally set to 6, but this can be changed.
- ▼ Always Switch on all Devices. If some device is not turned on, you may loose data.
- ▼ Always turn on any connected Macintosh computer last.
- ▼ If you have a sampler in the network, turn this on before the ddrum3.
- ▼ Use high quality SCSI cables! The shorter they are, the better.

If you plan to load samples from an Akai formatted hard disk, please note that it has to be of the S1000/S1100 format. An S3000 series hard disk will not work, since the file formats are different.

Loading a Sample From the CD-ROM into ddrum3

Samples are loaded into the RAM Bank, so you have to make sure there is enough free memory. To load, proceed like this:

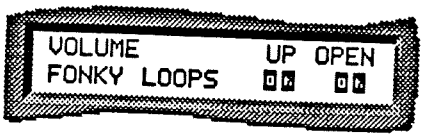
1. **Press the MIDI/SYSTEM button until the following page is shown in the display:**



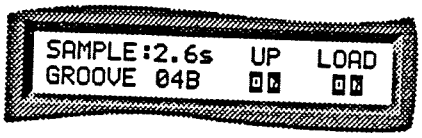
2. **Set the ID parameter to the SCSI ID number of the CD-ROM drive.**
   The name of the CD-ROM drive appears under the heading SCSIDEVICE.

3. **Press OPEN.**
   The text "reading..." is shown for a few seconds, to be followed a page where you can select which *partition* to open.

4. **Use the Rotary Dial to select the partition you want to open on the CD-ROM, and press OPEN.**
   If you want to go back to the previous page, press UP.
   The text "reading..." is shown for a few seconds, to be followed by a page where you can select which *volume* to open.



5. **Use the Rotary Dial to select the volume you want to open on the CD-ROM, and press OPEN.**
   If you want to go back to the previous page to select another partition, press UP.
   The text "reading..." is shown for a few seconds, to be followed a page where you can select which *sample* to load.



Please note that it is the individual *samples* that are shown and loaded, not the S1000/S1100 *Programs* that most often are listed in the CD-ROM booklet. Therefore, what you see on the ddrum3 display may differ from what you see on the Akai sampler and in the booklet.

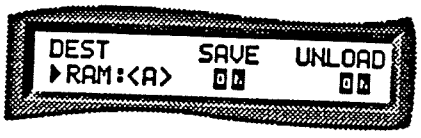
6. **Use the Rotary Dial to select a sample to load.**
   The display shows the name of the sample in the upper left part of the display and the length of the sample in seconds, in the lower left part of the display.

7. **Press LOAD to load the displayed sample.**
   If you want to go back to the previous page to select another volume, press UP.

If there is not enough free memory in the RAM Bank, a warning text is shown in the display. Press OK and either select another sample to load, or try to make more room in the RAM Bank by deleting other samples from this Bank.

8. **The text "loading sample..." is shown in the display, together with a percentage showing how much of the sample has been loaded.**
   The sample is now temporarily loaded into RAM, and can be played on the selected Audio Channel. From here, there are two ways to go:

▼ **If you decide to keep the sample, you must save it. Select a Bank and Group with the DEST parameter and press SAVE.**



Please note, that if you select the RAM Bank as destination, the available memory for loading new samples is decreased.

▼ **If you don't want to keep the sample, press UNLOAD.**
This deletes the temporarily stored sample from the RAM Bank.

After you have transferred a new sound, you may need to perform some editing to it. Truncation and looping can only be performed on samples residing in a RAM Bank.

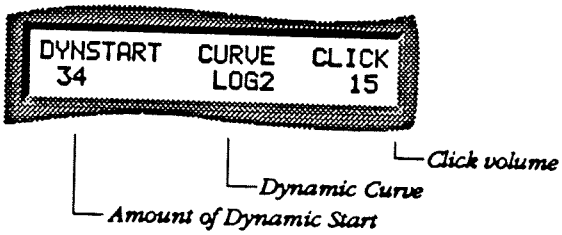
▼ Samples transferred from an Akai CD-ROM will already have a sensible name and possibly be truncated and looped properly.

Switching CD-ROMs

If you want to switch CD-ROM disk in the drive, you can do so at any time.

Sample Edit - New Page

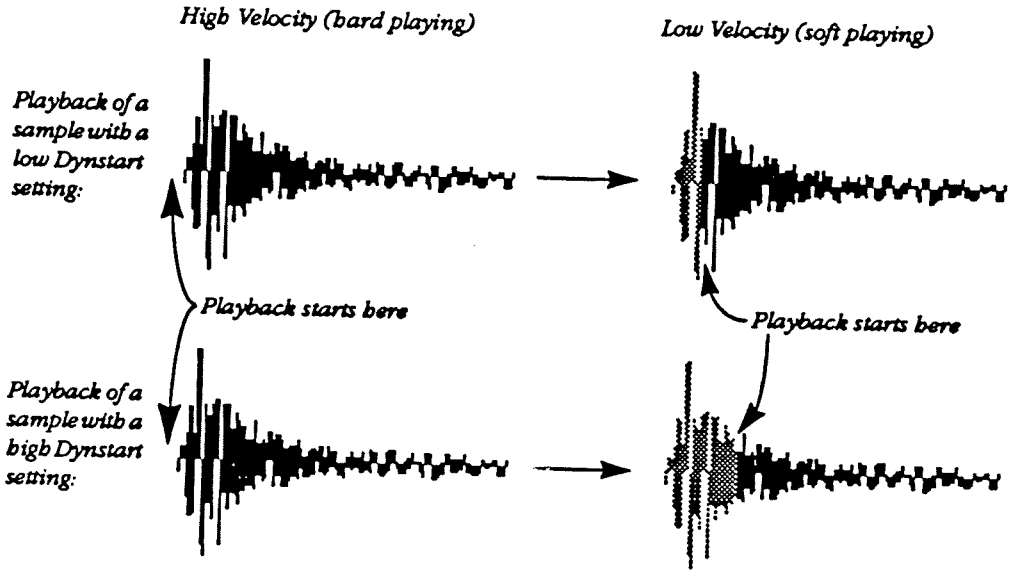
Dynamic Start



This Page is used to alter the startpoint of the sample, depending on the velocity. When playback is started from a later position in the sample, the "attack" of the sound is not heard. This will make the drum sound softer in a natural way.

Dynstart

This parameter determines the amount of Dynamic Start, in other words how much the startpoint of the sample should be moved when you play soft. Higher values will make playback start later in the recording at low velocities.



Curve

Since a lot of the volume and loudness in a sound lies in the attack portion, a sound will automatically sound softer when you remove the attack. Together with ddrum3:s "ordinary" dynamic volume response, this may sometimes result in a sound that is *too* soft. To remedy this, you can use the Curve parameter. This changes the way the volume of a sound responds to velocity, with the following options:

Lin	The volume varies with the velocity in a linear fashion.
Log1-Log4	The volume varies with the velocity according to a logarithmic curve. Log4 will give the least change in volume.
Off	The volume is not affected by velocity.

You may use this parameter independent of the Dynamic Start effect, to determine how the volume of a sound should change with the striking force when you play (see below).

Click

This feature allows you to add a very short attack sound to the sample - like the "click" of the drumsticks hitting the drum. The parameter is a volume control for this click effect.

The Click value is of no relevance if Dynstart is set to 0.

More About The Curve Parameter

The Curve setting affects the sample no matter if the Dynamic Start effect is used or not. Experiment with changing the Curve settings for different sounds, to find a dynamic response that fits your playing style.

Generally, start with the "Lin" curve, and experiment with selecting "Log1", "Log2" etc, until you get the desired response.

Save your Settings!

Since the settings on this page affect an individual sample, you have to go to the Sample Name and Group page and save the sample to keep your changes. See page 67 in the manual.

New MIDI Response Mode

In addition to the **Fixed**, **Position** and **Tuned** response modes, there is now a new mode, called **"Tuned 2"**. This, like mode Tuned, is used for playing an Audio Channel via MIDI as if it was a pitched instrument, but in a different way:

▼ When the response mode is set to Tuned 2, the Channel Note Number parameter ("NOTE") is used to select the base note for a range of eight MIDI note numbers. These eight note numbers will play the sound pitched in steps of three semitones.

The advantage of the Tuned 2 mode compared to the Tuned mode, is that each Audio Channel only uses eight semitones. This means that you can have all Audio Channels set to Tuned 2, and still only use one MIDI Channel.

New MIDI and Card Specifications

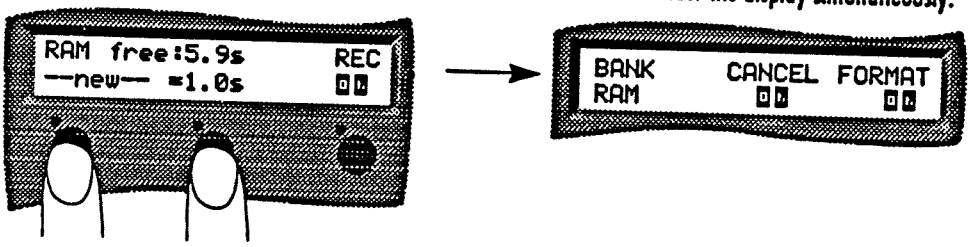
▼ ddrum3 now responds to MIDI Volume and MIDI Pan controller messages.

▼ PCMCIA SERIES 2+ cards can now be used.

Safe RAM Formatting Method

To avoid accidental formatting of a Flash Card or Expansion Board Bank when sampling, a "RAM only" formatting page is now available directly from the two sampling pages:

1. **On any of the two sampling pages, press the left and the middle button under the display simultaneously.**



This takes you directly to a page where you can format the RAM Bank only (no other Bank can be selected).

2. **Press FORMAT to format the RAM Bank, or CANCEL if you don't want to format.**
In both cases, when the operation is completed, you return to the sampling page you started from.

To avoid accidental erasure of data in any of the other Banks, please use this method when you want to format the RAM Bank.

Some tips and hints when using the ddrum3 2.0 turbo percussion system.

* Formatting or bank dumping PCMCIA Cards. If you save a Sound bank to a Macintosh computer don't forget to note the PCMCIA cards specific ID number together with the file (in the filename for example). This number helps the ddrum3 to track your drum kits saved on this bank. When you gonna load in this bank again you need to format the PCMCIA card to this ID number again. *See page 58 in the manual.*

* To avoid confusion and sounds that seems to disappear, try to make your drum kits with sounds from the same bank you store your drum kit in. *More about drum kits and Sound Banks on page 11.*

* See to that PCMCIA cards you're are not currently working with always are "write protected",

* The Write protect switch on the back of the brain doesn't affect the internal 25 user kits. They are always writable.

* Always consult the manual when you are not sure about correct procedure There is much good advice there.

* Don't forget to change the trig-mode accordingly when you change the type of triggering device (Precision pad, Tube ,Trigger etc.

* Don't use sensitivity as a sound level controller. Lower the sense and raise the Out level instead. Sense is a dynamic controller. The red Peak led should only light up at the hardest hits.

* Always use a good sound system. The total sound will never be better than the sound system used. We recommend a system that reproduces all sounds as clear, strong and unadulterated as possible. The attack parts of drum and percussion sounds are very rich in transients and therefore requires adequate sound-power and a fast power amplifier to sound good. Do not underestimate the effect and speed requirements of the amplifier.

* ddrum3 has a great dynamic range. Sometimes you might like to have less dynamic response on some sounds (kick drums). ddrum3 doesn't offer this feature globally, however there is one way to get around it. Each separate sample can be assign a special velocity curve. *See page 9 in the 2.0 manual addendum how to do it.*

* Some Loop tips.
Always set the sound channel that holds a loop into MONO mode (second page Decay). If you assign the same MONO MODE number to different channels, the first triggered channel will be muted when the second channel is triggered.

* You can always mute any sound or loop from a ddrumPad, by using the "Damp" feature in the decay menu.

* Use the ddrumPrecision pads!
It always more fun to play the ddrum3 from Precision pads. For example:
There are many drum sounds that are programmed with the Pressure and Damping feature. There are sounds in the library that are multi samples. (see the sound list)
And there are sounds, especially percussion sounds, that simulate how the overtones change when you play closer to the edge of the Precision pad.

* Use the possibility to Dump Samples from other systems.
There are application programs for Mac, for example, Alchemy. In this program you are able to load in samples from various systems and save them into a format that the ddrum3 can read. For example: Sound Designer 1 files or S 1000/1100 files.

If you are not in a hurry, you can always use MIDI Sample Dump, if your other unit is able to send that kind of format.

* The parametric EQ is very powerful. Use it. But a good idea is to check what you have done in a PA. Making a sound with headphones can turn out to be very nasty in a Loudspeaker.

* A good idea is to check how factory sounds are made up. For example; Check how the EQ is set to the snare sounds in the ddrum3 sound library. Notice how we often boost the EQ at 350-400 Hz with velocity. Very useful feature when you like to get more punch in a snare drum at harder hits.

* A useful feature on sounds like Tambourines, Guiros, etc. are reversed Decay. Set the Damp parameter to -10. Play the pad, apply pressure.

* When you load/sample your own Tom tom sounds remember to use the dynamic start feature. It's a great feature and it will make your Tom toms sound very realistic. *See page 8 in the 2.0 addendum manual.*

* Use the Pedal Input on the Brain to control the Decay of a sound (E.g hi-hat sounds) or the pitch (E.g Timpani).

* The Channel hold feature.
Here is a smart and easy way to make up new drum kits. If you find a sound/sounds on a channel/channels that you like, you can hold that sound/ those sounds by pressing the EXIT button and the sound channel/channels button simultaneously. Now you can go on and search for other sounds among the drum kits without loosing that sound/those sounds . When you are satisfied, you store this new drum kit.
More about this in the manual. Page 10.

This is the Pad-configuration to the factory drum kits in software 2.0 update:

	CHANNEL
1 pc. ddrum-kick,	1
1 pc. 12" Prec-pad, with rim	2 AND 3
4 pc. 10" Prec-tompads,	4 TO 7
2 pc. 6" Prec-pads.	8 AND 9

Loops and percussion sounds usually use Percussion channel 8-9-10.
The feature to mute the loop by pressing a channel button is offered on channel # 10, if there are loops assigned to the channels 8& 9.

* Don't be afraid to press and bend the pad if you want extraordinary sound sensations.

Please note; some kits are really weird and should only be served as templates for you.

* ddrum3 Turbo system offers now 225 drum kits made up from over 150 samples. The kits are configured in 25 user drum kits, 100 factory drum kits and 100 expansion drum kits.

* Changing drum kits: A good idea is to use a RC-1 Remote controller. With the RC-1 you are able to change drum kits instantly with a tap of your drumstick. *Please note:* The RC-1 always change the kits in the bank you are currently in.

On the following page you will find a describtion on the sounds supplied on the Internal Flash memory expansion, (EX).

Have fun!

ddrum3 SCSI Dump Program for Macintosh computers

User's manual

Introduction

This program allows you to move samples of "ddrum3" and "Sound Designer 1" format between a ddrum3 and a Macintosh computer. Use the program to store your ddrum3 samples and to make backup of ddrum3 memory Banks on the Macintosh hard disk.

If you are using other applications on your Macintosh that handles "Sound Designer 1" format you are also able to transfer these samples to the ddrum3.

What you need

To be able to use the features of ddrum3 SCSI Dump program you need the following equipment:
- A Macintosh Plus or later, equipped with system software 7 or later and at least with 4 Mbyte RAM.
- ddrum3 with operation system 1.17 or later and equipped with a SCSI/DAT Interface.
- SCSI Dump Program 1.15 or later.
- A 25-50 SCSI Cable between the Macintosh and ddrum3 set to SCSI ID# 4.

Setting up

Always make all connections to all units with power turned off! Improper handling of SCSI connections may cause permanent damage to your ddrum3 and other SCSI equipment. Please follow the points below, down to the last detail.

Connecting ddrum3 to a Macintosh computer

Connecting SCSI between ddrum3 and one other device is pretty straight forward and without risks, as long as you obey the rule above about making connections with power turned off. The correct cable can be purchased from a computer dealer and at some music stores.

Please note the following points

- Set all devices to different IDs before connecting them into the SCSI network. ddrum3 is normally set to ID 4 but this can be changed in the MIDI/System menu on the ddrum3 (see page 63 in ddrum3 owners manual). Macintosh computers and their internal hard disk always occupies IDs 0 and 7.

- Always switch on all devices. If some devices are not turned on, you may loose data.

- If you have a sampler in the network, turn this on first, then the ddrum3.

- Always turn on the Macintosh computer last.

Inserting ddrum3 into a larger SCSI network

Setting up a network of SCSI peripherals does contain some potential pitfalls. We will here only guide you through the basics on SCSI ID's, termination and configuration.

More information can be found in computer text books.

- The devices at the end of your SCSI chain must always be terminated! The ddrum3 has terminators built in, but these can be removed if needed. (contact your dealer for more info). If you set things up any other way, with too many terminators, or a terminator missing, data transmission most probably won't work properly. In the worst case, one of your SCSI devices might get physically damaged.

- If you have a Macintosh computer, it should be in one end of the SCSI chain of devices. The computer is "internally terminated", which means you don't have to worry about its termination.

- A golden rule of SCSI is to set all devices to different ID's before turning on power! Set ddrum3 to ID 4. THE SCSI DUMP Program requires ID 4!

Macintosh computers and their internal harddisks always occupies ID's 0 and 7.

- Always switch on all devices! If you have a sampler in the network, turn this on first, then the ddrum3. Always turn on any connected Macintosh computer last. If some devices are not turned on, you may loose data.

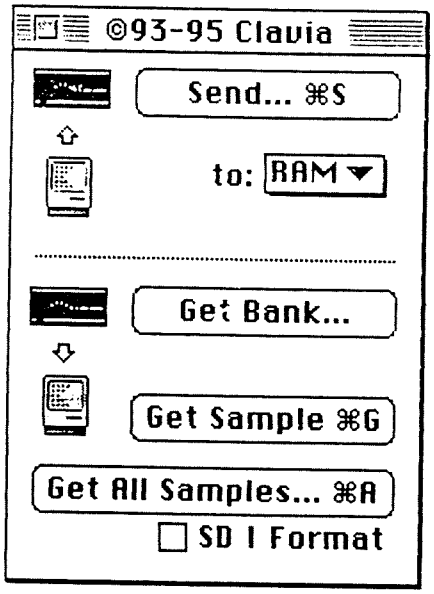
- Use high quality SCSI cables! The shorter they are, the better.

Starting the program

Insert the program disk into the Macintosh. We suggest that you copy the program and the enclosed sample file to computer hard disk. On the disk you will find some samples, use them to test the sample transfer to your ddrum3.

- Double click on the program to start it.

The following window will appear on the screen.



Receiving samples from ddrum3 to the Macintosh computer.

You can receive any sample from any Sound Bank in the ddrum3. There are 4 different Sound banks in the ddrum3. ROM, RAM, EX, C1 and C2.

- Select the sample to receive.

On the ddrum3, choose which sample you like to send to the Macintosh. This is done the same way you choose a sound for a channel. The sample that will be transmitted is always the sound in the current channel.

- On the Macintosh, click on the button "Get Sample".

A dialogue box opens. Select here, in which folder, you like the sample to end up in. During the transmission the message "SCSI send" will appear on the ddrum3 display. Proceed and copy more sample to the computer or click on "Quit" to leave the ddrum3 SCSI dump Program.

Receiving samples from ddrum3 to the Macintosh computer in "Sound Designer 1" format.

- Select the sample to receive on the ddrum3. Click on the box in the SCSI Dump program window marked "SD 1 format".

- Click on the button "get sample". A dialogue box opens. Select here, in which folder, you like the sample to end up in.

- The sample will immediately be sent to the Macintosh and saved there as a "Sound Designer 1

file". The saved sample will be recognised as a "Sound Designer file" with the letters "SD" in the lower right corner in the Icon.

• "Sound Designer 1" files can not be saved as banks. However, if you click on the "Get all" button, all Samples in the bank will be sent to the Macintosh.

Sending samples from the Macintosh computer to ddrum3.

• Start up the program, if it's not already running.

Sending samples to ddrum3 is done in the following way:

• Click on the button "Send...".

• A dialogue box opens.

• The SCSI Dump program will send samples to the ddrum3 RAM Sound Bank as default

but it's a simple job to change the destination. Just click on the "to:" pop up and select the Sound Bank where you like the sample to wind up.

• Choose the sample you like to send to the ddrum3. For example send the file "Djembe" to the RAM Bank of ddrum3. Double-click on the file or select it and click on "Open".

• The drum3 display will show " SCSI receive..." during the transmission. Please note that the duration of the message is depending of the length of the file.

• Listen to the result of the transmission by pressing the sound button in the grey arc of the ddrum3 followed by pressing the left soft button under the display and dial in the RAM Bank and the appropriate sample. Play the sound from a Sound channel button.

• If the message "Not enough memory!" turns up on the screen of the Macintosh, then it's necessary to increase the memory partition for the SCSI Dump program. The following steps will do the trick: Quit the SCSI Dump program.

Pull down the menu "File" and choose "Get info". The are two small boxes in the lower right corner marked "Minimum" and "Maximum" . Change the default setting of 2000 K to more K (what you might need, depending on the length of the sample) Leave "Get info" by clicking on the small box in the upper left corner of the window and start up the SCSI Dump program.

Please note: ddrum3 only accepts a 10 character name and that all letters will be in CAPITAL letters. If a name is too long a box will appear on the screen before transmission starts, asking you about the name.

Where can samples be sent to in the ddrum3?

- Fastest way to send it is to the SCSI/DAT expansion board where you have 512 Kbyte (5,9 seconds) RAM memory to work with. In the ddrum3 RAM memory you are able to Edit the samples. We suggest that you copy the sample to a FlashEprom expansion so it won't get lost when you turn off the power.

- Or send the sample directly to the Clavia Internal Flash EPROM expansion board.

- ddrum3 also offers two PCMCIA Slots where you can insert PCMCIA Flash EPROM cards that can hold your samples too. These cards can be bought at a computer shop.

Please note: When shopping for Flash card make sure its of "type 1" and "Serie 2" or "serie 2+" and "Intel compatible".

TIPS:

ddrum3 Samples, "Sound Designer 1" files and ddrum3 Sound Banks can also be sent to the ddrum3 with the following procedure: *Drag* the files you have chosen onto the SCSI Dump program Icon and the samples will be ready for transmission to your ddrum3. Before the transmission starts, a dialogue box turns up asking you where to you like to designate the samples. You can also double click on chosen files for the same procedure.

Sending samples of "Sound Designer1" format.

To copy "Sound Designer 1" samples to ddrum3 is done in the same manner as described above. Choose the "Sound Designer 1 file", double click on it or select it and click "Open".

Making Backup of a Sound Bank and 100 drum kit settings to the Macintosh computer.

The ddrum3 SCSI Dump program offers the possibility to store ddrum3 Sound Banks on the Macintosh hard disk.

• On the ddrum3, dial in the Sound Bank you like to store to the Macintosh. This is done by pressing the sound button in the grey arc, followed by pressing the right soft button under the display and choosing the Bank you like to store.

• Start the SCSI Dump program if it's not already running and click on the "Get Bank" button in the program window.

• A dialogue box appears on the screen.

• Name the file and save it in a folder of your choice.

• The Sound Bank and it's 100 drum kit settings are now safely backed up on the Macintosh hard disk.

Making Backup of a complete Sound Bank as individual samples to the Macintosh computer.

The ddrum3 SCSI Dump program offers an easy way to save ALL individual samples in a ddrum3 Sound Bank with just one click.

• On the ddrum3, dial in the Sound Bank you like to store to the Macintosh. This is done by pressing the sound button in the grey arc, followed by pressing the right soft button under the display and choosing the Bank you like to store.

• Start the SCSI Dump program if it's not already running and click on the "Get All Samples" button in the program window.

• A dialogue box appears on the screen.

• Save them in a folder of your choice.

• The whole Sound Bank's individual samples are now safely backed up on the Macintosh hard disk.

Sending a Sound Bank with 100 Drum kits settings to a ddrum3.

• Before you make the transmission, make sure that the receiving Sound Bank in ddrum3 is empty and have enough space available. For example, a 4 Mbyte Sound Bank can be sent to an empty 8 Mbyte Sound Bank but not vice versa.

• Start the SCSI Dump program. Click on the "to:" pop up and select the Sound Bank where you like the sample to wind up.

• Click on the "Send..." button. Double-click on the bank file you like to send to the ddrum3 or select the file and click on "open".

More information about transmitting Data over SCSI and MIDI and receiving samples from a AKAI S-1000/ 1100 samplers can be found in the ddrum3 Owners Manual starting on page 71.