

# aD5

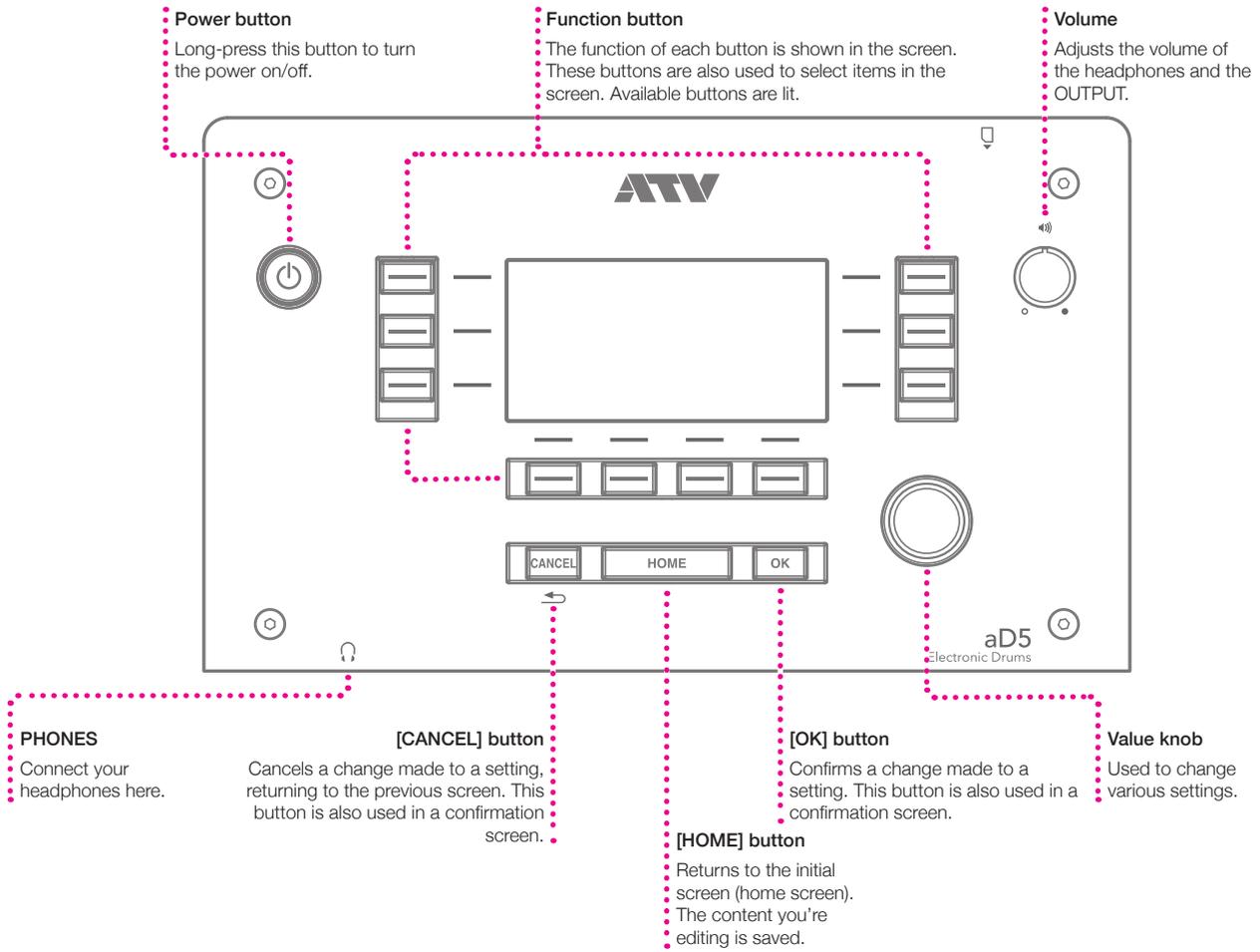
Electronic Drums

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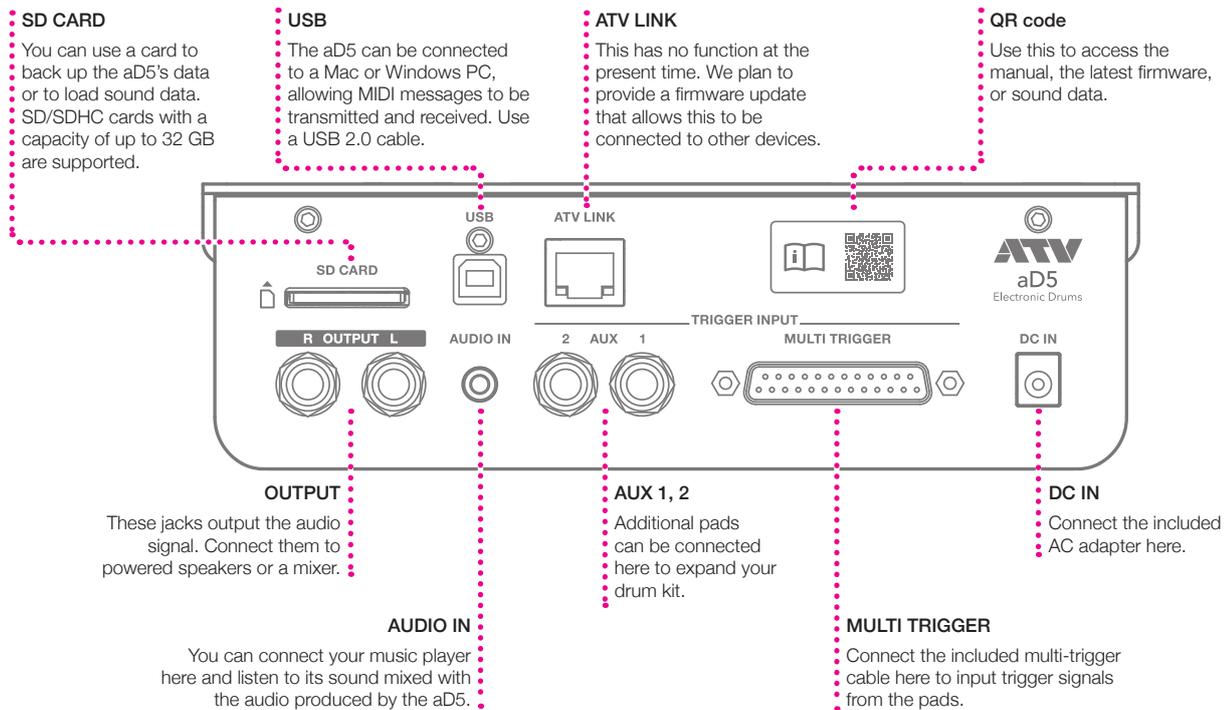
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- Read this in conjunction with the "Quick Start Guide."
- The content of this document might differ from the aD5 unit you're using due to differences in its firmware version. Check the latest firmware update information at the ATV website.
- All illustrations and screens appearing in this document are for the purpose of explaining operation, and may differ from the actual specifications.
- Company names and product names appearing in this document are the registered trademarks or trademarks of their respective corporate owners.

## ■ Top Panel



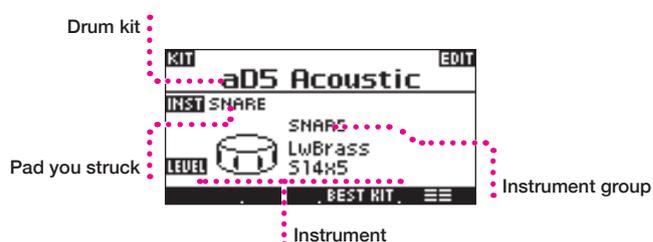
## ■ Rear Panel



# 1 Home

## ■ Home screen

The home screen is the screen that appears when you turn on the power. From any screen, you can return to the home screen by pressing the [HOME] button. When playing drums, make sure that the home screen is displayed.



### Instrument

"Instrument" (INST) refers to the instrument played by each pad, such as a snare drum or ride cymbal. You can change the instrument for each pad.

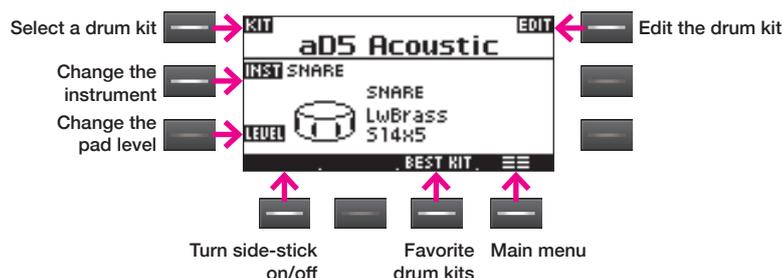
### Instrument group

The aD5 contains numerous instruments. The instruments are organized into instrument groups according to their type.

### Drum kit

All the pads are collectively called a "drum kit." By switching between various types of drum kit, such as for jazz or for rock, you can change the instruments of all pads in a single action.

## What you can do in the home screen



### Select a drum kit

This lets you select a drum kit. The KIT SELECT screen appears (p. 6).

### Edit the drum kit

This lets you rename the drum kit or adjust the volume of the entire drum kit (p. 13).

### Change the instrument

This lets you change the instrument played by the pad, and adjust the volume and left/right panning of the pad (p. 15).

### Change the pad level

This lets you quickly change the volume of a pad.

### Side stick (cross stick)

If you want to play side stick using a snare pad other than the aDrums aD-S13, turn [SIDE STK] on. You'll be able to switch between rim shot and side stick. Even if [SIDE STK] is on, a strongly played rimshot will cause the rimshot sound to be sounded.

### Favorite drum kits (Best Kit)

Drum kits that you use frequently can be registered for convenient recall. The BEST KIT screen appears (p. 8).

### Main menu

This accesses the main menu (p. 12).

## NOTE

- When playing in a screen other than the home screen, notes might respond more slowly.
- If you insert the SD card while playing, the sound might be interrupted.

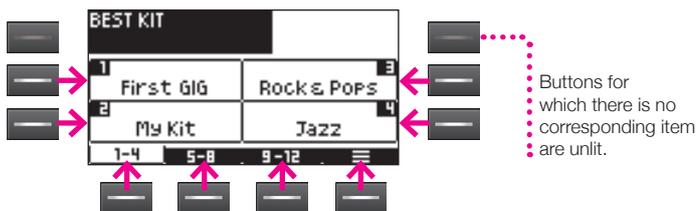
## NOTE

- If you're using the aD-S13 for the snare drum, [SIDE STK] is not shown. You can play side stick at any time by striking the side rim. The pad model (p. 32) must be set to "aD-S13."
- Using [SIDE STK] to switch the side stick is effective only on a pad that is connected to the "SN" trigger input. For details on using side stick, refer to the owner's manual for each pad.

■ Common operations

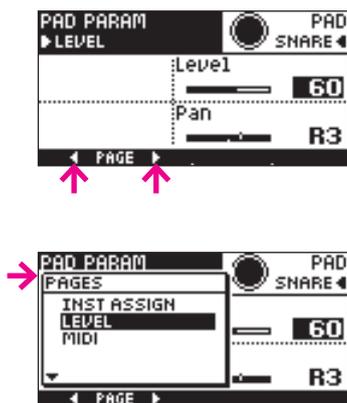
Function buttons

Use the function buttons to select the corresponding items or functions in the screen.



Moving between pages

If other pages exist at the left or right, press [◀PAGE] [PAGE▶] to access those pages. If you press the page name in the upper left of the screen, a list of the available pages is shown. Use the value knob to select a page and then press the [OK] button to confirm; you'll move to the selected page.



Entering a name

In screens that allow you to enter a name, use the following buttons. After you've entered the name, press the [OK] button to confirm. If you decide to cancel the change, press the [CANCEL] button.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

On-screen help

Some pages provide help. Press the [HELP] to see an explanation of the parameters in that page. Use [▲][▼] to scroll, and use the [X] or [CANCEL] buttons to close the help.

■ Before you play

- For details on connecting the pads, refer to “Quick Start Guide” and “9 Trigger setup” (p. 30).
- Before using the system for the first time, specify the model name of all pads (p. 32).
- If striking one pad causes another pad to produce sound, execute the crosstalk cancel wizard (p. 31).
- Adjust the volume appropriately. If the volume is too soft, you'll tend to strike unnecessarily strongly, possibly injuring your hand or wrist. If the volume is too loud, greater stress is placed on your ears, possibly causing hearing loss.
- The area near the striking sensor of the pad is extremely sensitive. It will be easier for you to control the dynamics if you strike at a distance from the sensor.

## ■ Changing instruments

As an example, here's how to switch the instrument of the snare pad to a different snare drum.

### 1 Strike the snare pad.

The instrument assigned to the snare pad appears in the screen.

### 2 Press [INST].



The INST ASSIGN screen appears.

### 3 Use the value knob or [▲][▼] to change the instrument.



Strike the snare pad to hear the sound.

### 4 Press the [OK] button to confirm the setting.

If you decide not to change the setting, press the [CANCEL] button.

You can change the instruments of other pads in the same way.

## ■ Switching drum kits

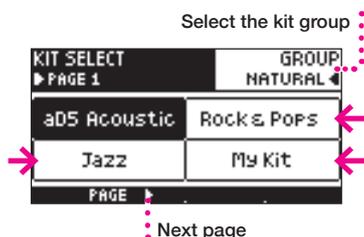
By switching drum kits you can change the instruments of all pads in a single action. The aD5 comes with various drum kits in its memory.

### 1 Press [KIT].



The KIT SELECT screen appears.

### 2 Use the function buttons to select a kit.



- Use [PAGE ►] to see the next page.
- Use [GROUP] to change the kit group. If you select ALL, all drum kits are displayed.

#### Kit group

The drum kits are organized into four groups.

Use [GROUP] to change the kit group that's shown. If you choose ALL, all drum kits are shown.

#### NOTE

Depending on the length of the drum kit name, the entire name might not be shown.

#### NOTE

It takes about 5 seconds for a drum kit to be loaded.

#### NOTE

- You can use kit edit (p. 13) to change the kit group.
- You can rename the kit group (p. 20).

## ■ Changing the pad level

In this screen you can quickly change the level of each pad.

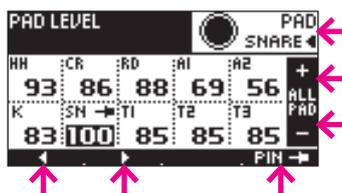
1 Strike the pad whose level you want to change.

2 Press [LEVEL].



The PAD LEVEL screen appears.

3 Use the value knob to change the level.



- Striking a pad will select that pad for editing. You can also use [◀][▶] or [PAD] to switch between pads.
- If you press [PIN], the pad being edited stays the same even if you strike a different pad. Press [PIN] again to cancel.
- To uniformly raise or lower the level of all pads, press [ALL PAD +/-].

4 Press the [OK] button to confirm the setting.

### NOTE

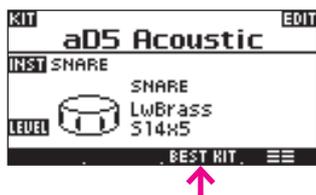
For example, if you want to further raise the level of the snare pad even though it is already at the maximum value, you can use [ALL PAD +/-] to lower the overall level so that the level of the snare pad is relatively higher.

■ **Best Kit**

You can register your frequently used drum kits so that they can be recalled easily.

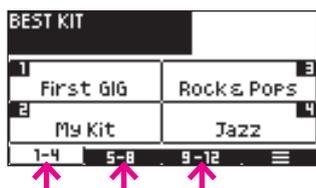
Recalling

1 In the home screen, press [BEST KIT].

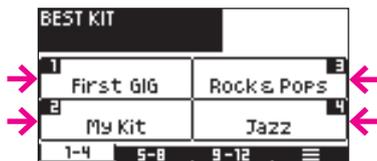


The BEST KIT screen appears.

2 Press [1-4], [5-8], or [9-12] to switch tabs.



3 Select a drum kit.



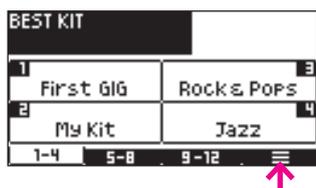
The home screen appears, and the drum kit is loaded.

Registering

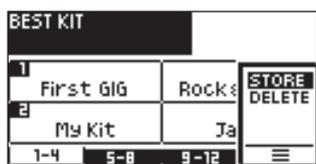
You can register up to 12 drum kits.

1 In the home screen, select the drum kit that you want to register.

2 Press [BEST KIT] to access the BEST KIT screen, and press [≡] to access the page menu.

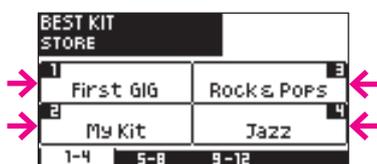


3 Use the value knob to select "STORE," and press the [OK] button.



4 Select the number in which you want to register the kit.

To register the drum kit in number 5 or later, switch tabs.



The drum kit is registered in the selected number.

**NOTE**

Depending on the length of the drum kit name, the entire name might not be shown.

**NOTE**

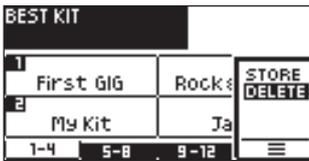
If you press the [CANCEL] button, you'll return to the home screen without changing the drum kit.

**NOTE**

If you select a number in which a drum kit is already registered, the previous assignment is overwritten.

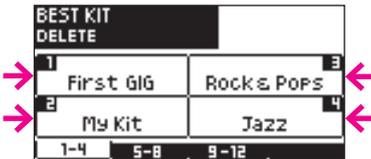
## Deleting

- 1 In the BEST KIT screen, press [≡] to access the page menu.
- 2 Use the value knob to select "DELETE," and press the [OK] button.



- 3 Select the number that you want to delete.

To delete the registration of number 5 or later, switch tabs.

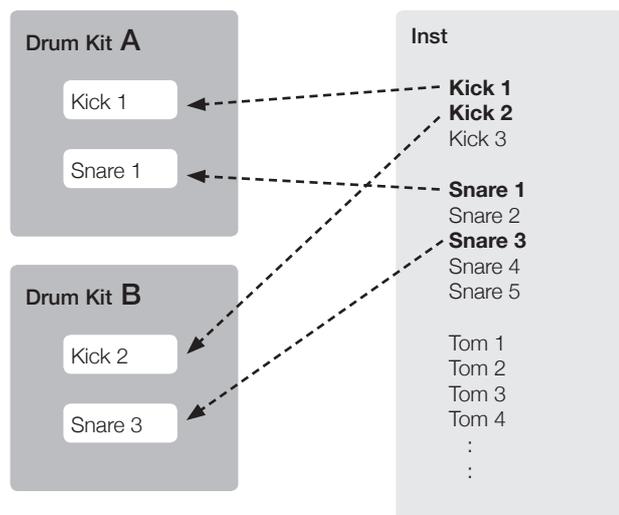


A confirmation screen appears.

- 4 Press the [OK] button to delete the registration.  
If you decide to cancel without deleting the registration, press the [CANCEL] button.

## ■ Instruments and kits

The aD5 contains a wide variety of instruments such as kicks, snares, and cymbals. You can assign these instruments to the pads of each drum kit and play them.



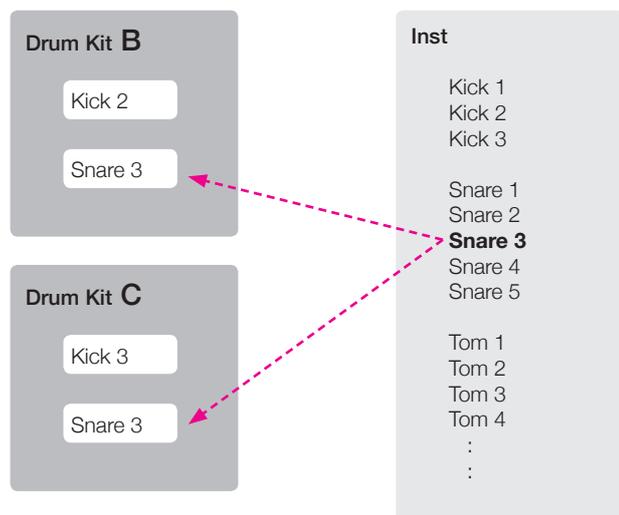
### NOTE

We'll use just the kick and snare for this example.

For example, if the instrument "Snare 3" is played from the two drum kits B and C, editing the "Snare 3" instrument (for example by changing its level) will affect both drum kits B and C.

### NOTE

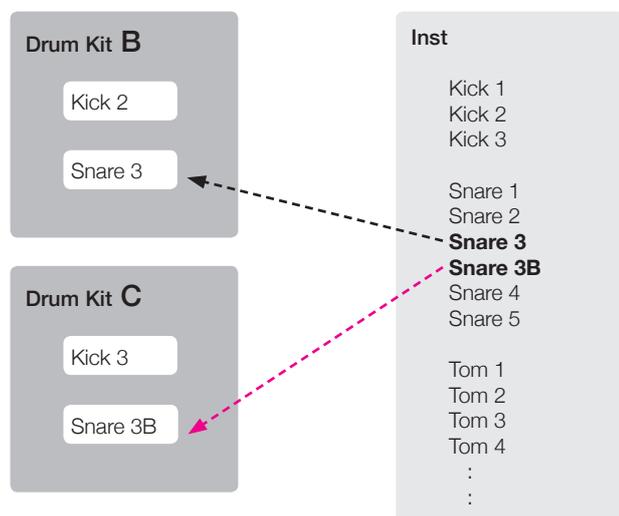
For more about editing an instrument, refer to Edit Instrument (p. 23).



You can clone an instrument. In the example above, if you want to edit only the snare of drum kit C, you could create a clone of the instrument "Snare 3" and then edit it.

### NOTE

- For more about cloning an instrument, refer to Clone Instrument (p. 25)
- You are free to assign a name to the cloned instrument.



## Editing an instrument (INST)

The aD5 lets you edit an instrument directly. You can also create a clone of an instrument and save it as another instrument with a slightly different tonal character.

You can create several variations of your favorite instruments and assign them to drum kits so that they can be played easily.

You can also add instruments that you've downloaded from the ATV Sound Store (p. 22).

## Tone

An instrument consists of sound data called "tones."

Three tones are assigned to each instrument. These three tones correspond to zones A, B, and C of the pad; for example, zone A is heard when you strike the head, and zone B is heard when you strike the rim.

Inst	Pad	Zone		
		A	B	C
Zone A TONE	KICK	Head	-	-
Zone B TONE	SNARE	Head	Rim	Side Stick
Zone C TONE	TOM 1-3	Head	-	-
	HI-HAT	Bow	Edge	Foot
	CRASH	Bow	Edge	-
	RIDE	Bow	Edge	Cup
	AUX 1-2	Head (Bow)	Rim (Edge)	-

By editing an instrument, you can assign the desired tone to each zone. You can also modify the level and other characteristics of each tone.

By creating and editing instruments in this way, you can build up a collection of your own customized instruments.

## 2 Main menu

Most of the aD5's many functions can be accessed via this main menu.

### 1 In the home screen, press .

The main menu is divided into three tabs: "KIT," "INST," and "SYSTEM."

#### KIT

CLONE KIT	KIT GROUP NAME
MANAGE KIT	
IMPORT	
KIT	INST . SYSTEM .



CLONE KIT	Create a clone of the current kit.	p. 17
MANAGE KIT	Manage kits.	p. 18
IMPORT	Import kits.	p. 21
KIT GROUP NAME	Rename the kit group.	p. 20

#### INST

MANAGE INST	EDIT INST
MANAGE TONE	
IMPORT	DELETE UNUSED
KIT	INST . SYSTEM .



MANAGE INST	Manage instruments.	p. 26
MANAGE TONE	Manage tones.	p. 28
IMPORT	Import new instruments.	p. 22
EDIT INST	Edit instruments.	p. 23
DELETE UNUSED	Delete unused instruments and tones.	p. 29

#### SYSTEM

TRIGGER	BACKUP
SYSTEM	SD CARD
	RESET
KIT	INST . SYSTEM .



TRIGGER	Adjust the trigger signal produced when you strike a pad so that the signal can be processed correctly.	p. 30
SYSTEM	Make settings for the entire aD5.	p. 39
BACKUP	Create or load backups of the aD5's data.	p. 41
SD CARD	Format an SD card or view information about it.	p. 44
RESET	Reset the aD5, returning it to the factory-set condition.	p. 46

## 3 Kit edit

Here you can edit a drum kit's name or group, and specify the volume of the entire drum kit.

### ■ Entering the kit edit screen

- 1 In the home screen, press [EDIT].



The EDIT page appears.

- 2 When you've finished editing, be sure to press the [OK] button. If you press the [CANCEL] button, your changes will be discarded.

### ■ Changing the kit group

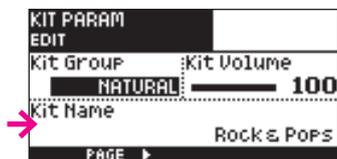
- 1 Press Kit Group.



- 2 Turn the value knob to select a group.

### ■ Renaming the kit

- 1 Press Kit Name.



The name entry screen appears.

- 2 Enter a name.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	Moves the character input position to left or right.
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

- 3 Press the [OK] button to confirm the name you entered. If you decide to cancel, press the [CANCEL] button.

### NOTE

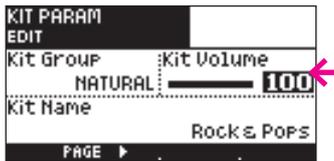
To make settings for each pad, use pad edit (p. 15).

### NOTE

A kit name can be up to 16 characters. Depending on the screen, it might not be possible to show all 16 characters.

## ■ Adjusting the volume of the entire drum kit

1 Press Kit Volume.



2 Turn the value knob to adjust the volume.

### NOTE

Adjust the Kit Volume to about 90. If the setting is too high, the audio output might be distorted.

## 4 Pad edit

Here you can edit the sound, volume, and pan (stereo position) for each pad of the drum kit.

### ■ Entering the pad edit screen

- 1 In the home screen, press [INST].



The INST ASSIGN page appears.

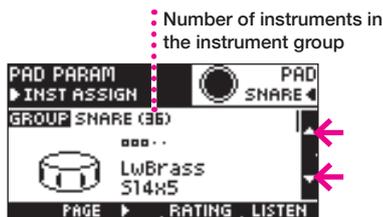
- 2 When you've finished editing, be sure to press the [OK] button. If you press the [CANCEL] button, your changes will be discarded.

### ■ Changing the instrument of each pad

- 1 Strike the pad that you want to edit.

The screen shows the current instrument.

- 2 Use the value knob or [▲][▼] to change the instrument.



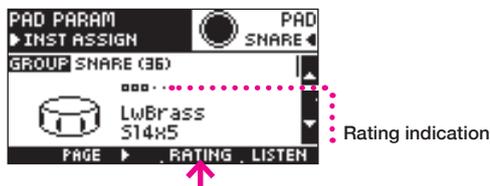
- To hear the sound, press [LISTEN].
- To change the instrument group, press [GROUP]. Use the value knob to make a selection, and press the [OK] button to confirm it.
- To edit a different pad, strike that pad. You can also change pads by pressing [PAD]. Use the value knob to make a selection, and press the [OK] button to confirm it.

### ■ Rating an instrument

You can assign a rating of 0–5 to each instrument. This is a helpful way to find your favorite instruments or frequently-used instruments among the large number of instruments that are provided.

- 1 Press [RATING] several times to change the rating.

The screen shows the rating.



### NOTE

The sound might respond more slowly during pad editing.

### NOTE

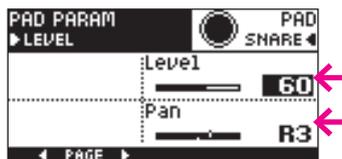
For example you can change the instrument group if you want to assign an instrument other than a snare to the snare pad.

### NOTE

The instrument rating is stored not for the pad but for the instrument. This means that the rating is shown even when you're editing a different drum kit.

### ■ Specifying the volume and pan of a pad

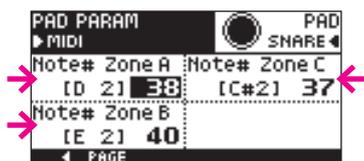
- 1 Press [PAGE ►] to access the LEVEL page.
- 2 Press [Level] or [Pan], and use the value knob to specify the setting.



You can strike a pad to change the pad that you're editing. You can also change pads by pressing [PAD]. Use the value knob to make your selection, and press the [OK] button.

### ■ Specifying the MIDI note number of a pad

- 1 Press [PAGE ►] to access the MIDI page.
- 2 Press the zone that you want to edit, and use the value knob to specify the note number.



You can strike a pad to change the pad that you're editing. You can also change pads by pressing [PAD]. Use the value knob to make your selection, and press the [OK] button.

#### NOTE

- Adjust the Level setting to about 90. If the setting is too high, the audio output might be distorted.
- The Pan setting cannot move the panning completely to the right or left.

#### NOTE

If the same note number is specified more than once, only one of the zones will produce sound when that note number is received.

#### NOTE

When the aD5 is used to communicate via MIDI with electronic drums from another manufacturer, your performance may not reproduce correctly due to differences in velocity messages and hi-hat control protocols.

## 5 Kit menu

### ■ Entering the kit menu screen

1 In the home screen, press .

2 Press the [KIT] tab.

CLONE KIT	KIT GROUP NAME
MANAGE KIT	
IMPORT	
KIT	INST . SYSTEM



CLONE KIT	Create a clone of the current kit.	p. 17
MANAGE KIT	Manage kits.	p. 18
IMPORT	Import kits.	p. 21
KIT GROUP NAME	Rename the kit group.	p. 20

### ■ Cloning a drum kit

Here's how to create a clone of the drum kit that's shown in the home screen.

1 Press [CLONE KIT].

The name entry screen appears.

2 Enter a name for the cloned drum kit.

CLONE KIT NAME	
CLEAR: ABCDEFGHIJKLMNOP	A-3-1
ALL: OPQRSTUVWXYZ	
My Kit	
DELETE	INSERT

Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

3 Press the [OK] button to confirm the name you entered.

A confirmation screen appears.

4 Press the [OK] button to clone the drum kit.

If you decide to cancel without cloning, press the [CANCEL] button.

The home screen appears, and the cloned drum kit is loaded.

#### NOTE

If you enter a name that is the same as an existing drum kit, the following message appears.  
 "Another kit with the same name has been found."  
 Enter a different name.

## ■ Managing drum kits

Here's how to view a list of the drum kits. You can clone or delete drum kits.

### 1 Press [MANAGE KIT].

The KIT LIST page appears.



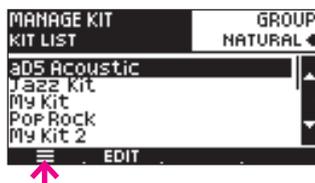
### 2 Use the value knob or [▲][▼] to select a drum kit.

- Use [GROUP] to change the kit group that is shown. If you select "ALL," all drum kits are shown.
- You can press [EDIT] or [OK] to enter the kit edit screen. There you can edit the kit name or change the group (p. 13).

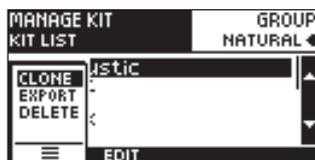
### Cloning a drum kit

Here's how to create a clone of the drum kit that's selected in the kit list.

### 1 Press [≡] to access the page menu.

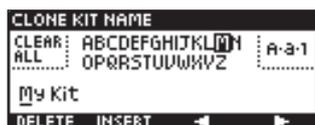


### 2 Use the value knob to select "CLONE," and press the [OK] button.



The name entry screen appears.

### 3 Enter a name for the cloned drum kit.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	Moves the character input position to left or right.
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

### 4 Press the [OK] button to confirm the name you entered. If you want to cancel without cloning, press the [CANCEL] button.

The cloned drum kit is added to the kit list.

### NOTE

Drum kits are listed in alphabetical order.

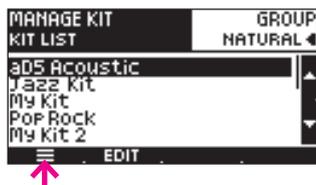
### NOTE

If you enter a name that is the same as an existing drum kit, the following message appears.  
"Another kit with the same name has been found."  
Enter a different name.

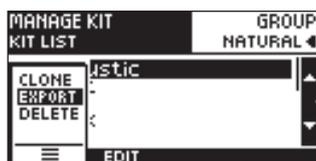
### Exporting a drum kit

Here's how the drum kit that's selected in the kit list can be exported to the SD card. The exported kit data can be loaded into the aD5 by the Kit Import function (p. 21).

1 Press [≡] to access the page menu.

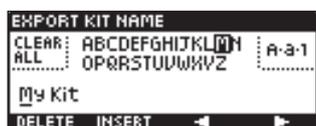


2 Use the value knob to select "EXPORT," and press the [OK] button.



The name entry screen appears.

3 Enter a name for the exported drum kit.

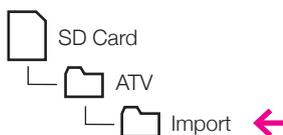


Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

4 Press the [OK] button to export.  
If you want to cancel without exporting, press the [CANCEL] button.

The kit data is exported in the "Import" folder on your SD card.



#### NOTE

The exported kit data does not include the sound data of the instruments. If you import the kit data into a different aD5 unit, the instruments might not be found and sound might not be produced. For details, refer to Kit Import (p. 21).

#### NOTE

If you enter a name that is the same as an existing drum kit data, the following message appears.  
"Another kit with the same name has been found."  
Enter a different name.

#### NOTE

If the SD card does not have sufficient free capacity, the following message appears.  
"Not enough memory on the SD card."

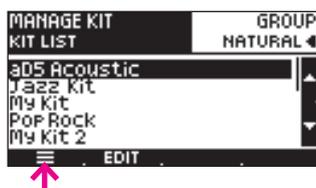
#### NOTE

The exported kit data is written to the "Import" folder so that it can be imported without change.

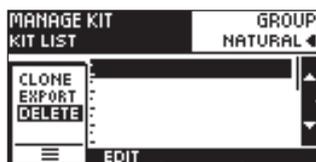
### Deleting a drum kit

Here's how to delete the drum kit that's selected in the kit list. The instruments are not deleted.

1 Press [≡] to access the page menu.



2 Use the value knob to select "DELETE," and press the [OK] button.



A confirmation screen appears.

3 Press the [OK] button to delete the drum kit.  
If you decide to cancel without deleting, press the [CANCEL] button.

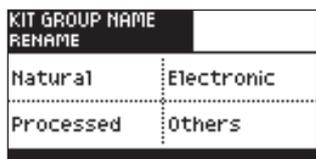
### Renaming a kit group

Here's how to rename a kit group.

1 Press [KIT GROUP NAME].

The KIT GROUP NAME screen appears.

2 Press the button of the kit group that you want to rename.



The name entry screen appears.

3 Enter a new kit group name.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	Moves the character input position to left or right.
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

4 Press the [OK] button to confirm the name you entered.  
If you decide to cancel without renaming, press the [CANCEL] button.

### NOTE

You can't delete the drum kit that's currently selected in the home screen.

### NOTE

We recommend that you make a backup (p. 41) so that you don't lose important data by accidental deletion.

### NOTE

If you execute Reset System (p. 46), the kit group names return to the factory-set names.

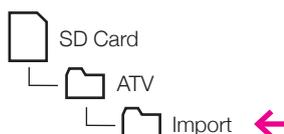
### NOTE

- A kit group name can be up to 10 characters long.
- Depending on the screen, the kit group name might be shown entirely in uppercase characters.
- You can't assign a name that's identical to an existing kit group name.

## ■ Drum kit import

Here's how a kit exported by the aD5 (p. 19) or a kit file downloaded from the ATV website can be imported.

1 If you downloaded a kit, place the kit file (xxx.ad5kit) in the Import folder of the SD card.



2 In the home screen, press [≡].

3 Select the [KIT] tab, and press [IMPORT].



The IMPORT KIT screen appears.

4 Use the value knob to select the kit file that you want to import.

- If you want to import multiple kits, add a check mark to each file that you want to import.
- If you press the [ALL] button, all files are selected. If you press the button again, all selections are cleared.



5 Press [IMPORT].

The import is executed.

A progress bar is shown during the import.

If a kit of the same name already exists, a message appears.

[RENAME]: Rename and import.

[SKIP]: Skip importing this kit.

When the import is completed, the screen indicates "Completed."

### NOTE

Kit data does not include the sound data of the instruments. In the following cases, the instruments might not be found, and sound might not be produced.

- If an instrument was deleted after Kit Export
- If an instrument was renamed after Kit Export
- If kit data was imported from a different aD5 unit
- If kit data downloaded from the ATV website was imported, and the necessary instruments were not purchased

If an instrument is not found, the home screen shows the "NO INST FOUND" icon.

Even in this case, the kit will sound correctly if you import the necessary instrument later, or change to a different instrument.



### NOTE

While a backup saves/loads all kits of the aD5 together, the Kit Export/Import operations save/load individual kits.

### NOTE

If there is no "Import" folder, insert the SD card into the aD5 once, and the folders will be created.

## 6 Instrument Import

Here's how an instrument that you download from the "ATV Sound Store" website can be imported into the aD5.

### ATV SOUND STORE

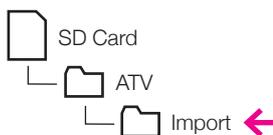
This is a website where additional sounds for the aD5 can be purchased for download.



<http://store.atvcorporation.com/>

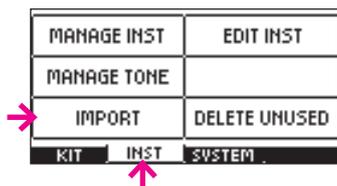
### ■ Preparation

- 1 Place the downloaded instrument file (xxxx.ad5inst) in the Import folder of the SD card.



### ■ Import

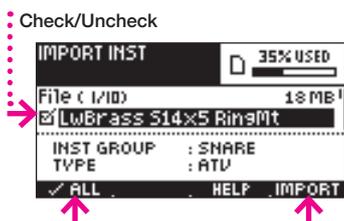
- 1 In the home screen, press **[≡≡]**.
- 2 Select the **[INST]** tab, and press **[IMPORT]**.



The IMPORT INST screen appears.

- 3 Use the value knob to select the instrument file that you want to import.

- If you want to import multiple instruments, add a check mark to each file that you want to import.
- If you press the **[ALL]** button, all files are selected. If you press the button again, all selections are cleared.



- 4 Press **[IMPORT]**.

The import is executed.  
A progress bar is shown during the import.

If an instrument of the same name already exists, a message appears.

**[RENAME]:** Rename and import.  
**[SKIP]:** Skip importing this instrument.

When the import is completed, the screen indicates "Completed."

- 5 Assign the imported instrument to a pad.

For the procedure, refer to "4 Pad edit" (p. 15).

### NOTE

For the product ID that is required when you register an account, refer to "10 System parameters" (p. 39), "Information about the unit" (p. 40).

### NOTE

If there is no "Import" folder, insert the SD card into the aD5 once, and the folders will be created.

### NOTE

The downloaded instrument file can be imported only into an aD5 of the matching product ID. If the product ID does not match, the following message appears.  
"Cannot import this data. This aD5 doesn't have permission to import "xxxx."

## 7 Instrument edit

In the instrument edit screen you can change the tone that's played by each zone of the pad, and change the level of the tone. You can also rename the instrument, and change the group or icon.

### ■ Entering instrument edit

1 In the home screen, strike a pad so that the instrument that you want to edit appears in the screen.

2 Press [≡≡] and select the [INST] tab, and press [EDIT INST].



The INST EDIT screen appears.

You can strike a pad to hear the sound that you're editing. You can hear the sound of the drum kit by striking pads other than the one you're editing, but this does not switch the instrument that you're editing.

3 When you've finished editing, be sure to press the [OK] button. If you press the [CANCEL] button, your changes are discarded.

### ■ Tone assign

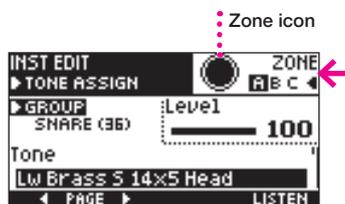
Here you can change the tone that's sounded by each zone (such as the head or rim) of the pad.

1 Press [PAGE ▶] to access the TONE ASSIGN page.

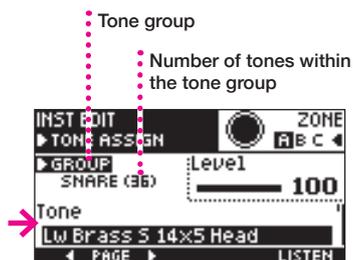
2 Press [ZONE] to select the zone that you want to edit.

The icon shows the portion of the pad that corresponds to zones A—C.

\* You can also switch zones by striking the pad.



3 Press [Tone], and use the value knob to change the tone.



- You can audition the sound by pressing [LISTEN].
- You can change tone groups by pressing [GROUP]. Use the value knob to make a selection, and press the [OK] button to confirm it.

#### NOTE

The sound might respond more slowly during instrument editing.

#### NOTE

When you edit an instrument, your edits affect all drum kits to which that instrument is assigned (p. 10). Similarly, when the same instrument is assigned to multiple pads of a single drum kit, editing one instrument will affect the others as well. To avoid this, you can clone the instrument before editing it.

#### NOTE

You can also access instrument edit by pressing [EDIT] in the INST LIST page of MANAGE INST.

### ■ Adjusting the volume of each zone

- 1 Press [Level], and use the value knob to specify the volume.



- 2 Press [ZONE] to select the zone that you want to edit.

The icon shows the portion of the pad that corresponds to zones A—C.

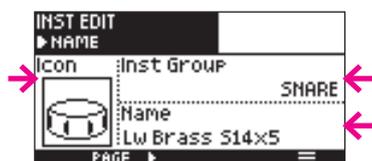
\* You can also switch zones by striking the pad.

### ■ Changing an instrument's name, group, or icon

- 1 Use [PAGE] [PAGE] to access the NAME page.

- 2 Select parameters, and use the value knob to edit them.

When you press [Name], the name entry screen appears. Edit the instrument name, and press [OK].



#### NOTE

Adjust the Level setting to about 90. If the setting is too high, the audio output might be distorted.

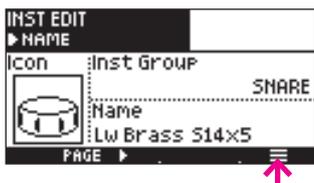
#### NOTE

An instrument name can be up to 20 characters. Depending on the screen, it might not be possible to show all 20 characters.

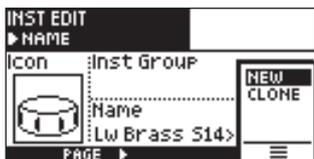
■ **Creating a new or cloned instrument**

Here's how to create a new instrument, or clone an existing instrument.

1 Press [≡] to access the page menu.

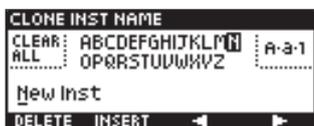


2 Use the value knob to choose "NEW" or "CLONE," and then press the [OK] button.



The name entry screen appears.

3 Enter a name for the new instrument.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A.a.1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

4 Press the [OK] button to confirm the name you entered.  
If you decide to cancel without creating a new or cloned instrument, press the [CANCEL] button.

**NOTE**

You can also create a new or cloned instrument in the MANAGE INST screen.

**NOTE**

It takes approximately 20 seconds to copy an instrument.

**NOTE**

If you choose NEW, an instrument without any tone assigned is created. In order for the instrument to produce sound, you must assign a tone.

**NOTE**

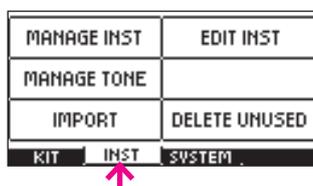
If you enter the same name as an existing instrument, the following message appears. "Another inst with the same name has been found." Enter a different name.

## 8 Instrument menu

### ■ Entering the instrument menu

1 In the home screen, press .

2 Press the [INST] tab.



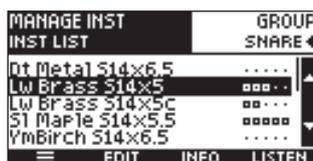
MANAGE INST	Manage instruments.	p. 26
MANAGE TONE	Manage tones.	p. 28
IMPORT	Adds (imports) new instruments.	p. 22
EDIT INST	Edit instruments.	p. 23
DELETE UNUSED	Delete unused instruments and tones.	p. 29

### ■ Managing instruments

Here you can view a list of instruments, and clone or delete instruments.

1 Press [MANAGE INST].

The INST LIST page appears.



2 Use the value knob or  to select an instrument.

- Use [GROUP] to change the instrument group that's shown.
- Press [LISTEN] to audition the sound.
- To enter the instrument edit screen, press [EDIT] or [OK] (p. 23).

### Viewing instrument information

1 Press [INFO].

The INST INFO page appears.



Parameters

GROUP	Instrument group
RATING	Rating. You can press the [RATING] button to change this.
USED BY KIT	Indicates whether this instrument is used by a drum kit.
TYPE	Type of instrument PRESET: A factory-installed instrument USER: A copied or imported instrument

#### NOTE

Instruments are listed in alphabetical order.

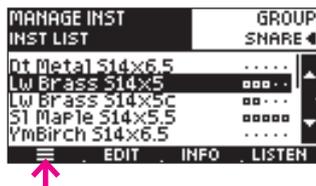
#### NOTE

If you enter instrument edit from the INST LIST page, striking any pad will sound the same instrument.

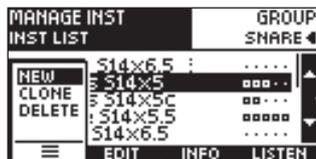
### Creating a new or cloned instrument

Here's how to create a new instrument, or clone an existing instrument.

- 1 Press [≡] to access the page menu.

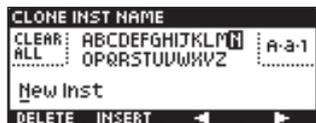


- 2 Use the value knob to choose "NEW" or "CLONE," and then press the [OK] button.



The name entry screen appears.

- 3 Enter a name for the newly-created or cloned instrument.



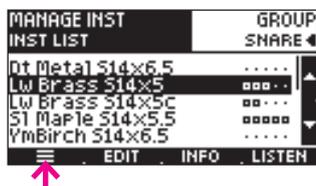
Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

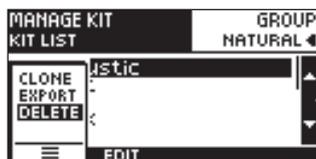
- 4 Press the [OK] button to confirm the name you entered.  
If you decide to cancel without creating or cloning an instrument, press the [CANCEL] button.

### Deleting an instrument

- 1 Press [≡] to access the page menu.



- 2 Use the value knob to choose "DELETE," and press the [OK] button.



A confirmation screen appears.

- 3 Press the [OK] button to delete the instrument.  
If you decide to cancel without deleting, press the [CANCEL] button.

#### NOTE

It takes approximately 20 seconds to clone an instrument.

#### NOTE

If you choose NEW, an instrument without any tone assigned is created. In order for the instrument to produce sound, you must assign a tone.

#### NOTE

If you enter the same name as an existing instrument, the following message appears. "Another inst with the same name has been found." Enter a different name.

#### NOTE

We recommend that you make a backup (p. 41) so that you don't lose important data by accidental deletion.

#### NOTE

The following type of instruments cannot be deleted.

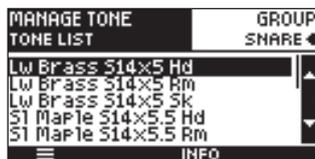
- Instruments of TYPE=PRESET

## ■ Managing tones

Here you can view a list of tones. You can also delete tones.

### 1 Press [MANAGE TONE].

The TONE LIST page appears.



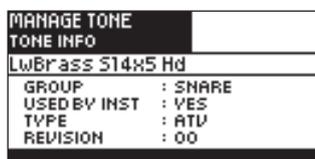
### 2 Use the value knob or [▲][▼] to select a tone.

- Use [GROUP] to change the tone group that's shown.

## Viewing tone information

### 1 Press [INFO].

The TONE INFO screen appears.

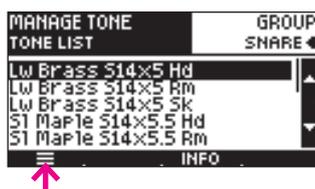


Parameters

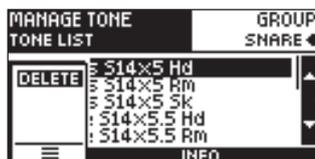
GROUP	Tone group
USED BY INST	Indicates whether this tone is used by an instrument.
TYPE	Type of tone PRESET: A factory-installed tone ATV: A tone downloaded from the ATV sound store
REVISION	Tone revision

## Deleting a tone

### 1 Press [≡] to access the page menu.



### 2 Use the value knob to choose "DELETE," and press the [OK] button.



A confirmation screen appears.

### 3 Press the [OK] button to delete the tone.

If you decide not to delete the tone, press the [CANCEL] button.

## NOTE

Instruments are listed in alphabetical order.

## NOTE

We recommend that you make a backup (p. 41) so that you don't lose important data by accidental deletion.

## NOTE

The following type of tones cannot be deleted.

- Tones of TYPE=PRESET
- Tones used by an instrument

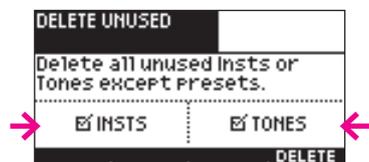
### ■ Deleting unused instruments or tones

You can delete instruments that are not used in a drum kit, and tones that are not used in an instrument. By deleting these, you can decrease the amount of internal storage that's being used.

#### 1 Press [DELETE UNUSED].

The DELETE UNUSED screen appears.

#### 2 Press [INSTS] or [TONES] to select what will be deleted.



#### 3 Press [DELETE].

A confirmation screen appears.

#### 4 Press the [OK] button to delete the data. If you decide to cancel without deleting, press the [CANCEL] button.

#### NOTE

We recommend that you make a backup (p. 41) so that you don't lose important data by accidental deletion.

#### NOTE

Instruments or tones whose Type=PRESET will not be deleted.

## 9 Trigger setup

The aD5 is designed to realize its full potential when it is played from connected aDrums series drum/cymbal interfaces.

Compatible pads made by other manufacturers can also be connected, allowing you to make use of pads that you already own.

### ■ Zones corresponding to each trigger input

The aD5 has ten trigger inputs and one hi-hat control pedal input. The following table shows the zones (such as head and rim) to which each trigger input corresponds, and how you can play them.

aD5 trigger input	Corresponding zone	Choke method	Notes
<b>KICK (K)</b>	Head		
<b>SNARE (SN)</b>	Head, Rim	YES	<ul style="list-style-type: none"> <li>Supports the side rim of the aD-S13 aDrums snare drum.</li> <li>Choke technique is supported if a cymbal pad is connected</li> </ul>
<b>TOM 1 (T1)</b>	Head		<ul style="list-style-type: none"> <li>Rim is not supported for aDrums aD-T10/T13.</li> </ul>
<b>TOM 2 (T2)</b>	Head		
<b>TOM 3 (T3)</b>	Head		
<b>HIHAT (HH)</b>	Bow, Edge	YES	<ul style="list-style-type: none"> <li>Bell (cup) is not supported for the aD-H14 aDrums hi-hat. Connect EDGE jack only.</li> </ul>
<b>CRASH (CR)</b>	Bow, Edge	YES	<ul style="list-style-type: none"> <li>Bell (cup) is not supported for the aD-C14/C16/C18 aDrums cymbal. Connect EDGE jack only.</li> </ul>
<b>RIDE (RD)</b>	Bow, Edge, Cup	YES	<ul style="list-style-type: none"> <li>Supports bell (cup) of the aD-C14/C16/C18 aDrums cymbal. Connect both EDGE and BELL jacks.</li> </ul>
<b>AUX 1</b>	Head, Rim (Bow, Edge)	YES	<ul style="list-style-type: none"> <li>Supports rim of the aDrums aD-S13, aD-T10, and aD-T13.</li> <li>The side rim is not supported for the aD-S13 aDrums snare drum.</li> </ul>
<b>AUX 2</b>	Head, Rim (Bow, Edge)	YES	<ul style="list-style-type: none"> <li>Connect either EDGE or BELL jack for the aD-C14/C16/C18 aDrums cymbal.</li> </ul>

### ■ Connecting pads

Check the connection destination printed on each plug of the aD5's multi-trigger cable, and connect each of your pads.

<b>K</b>	Kick (bass drum)	<b>T3</b>	Tom 3	<b>BEL</b>	Ride cymbal bell
<b>SN</b>	Snare drum	<b>HH</b>	Hi-hat	<b>CTL</b>	Hi-hat control pedal
<b>T1</b>	Tom 1	<b>CR</b>	Crash cymbal		
<b>T2</b>	Tom 2	<b>RD</b>	Ride cymbal		

- Connect the CTL plug to the hi-hat control pedal or to the hi-hat open/close sensor.
- Use the included cable to connect AUX 1 and AUX 2 to your pads.
- When you use the aDrums aD-H14 hi-hat, also connect the included AC adapter. For details, refer to the owner's manual of the aD-H14.

### ■ Compatible other manufacturers' pads and hi-hat control pedals

For compatible pads and hi-hat control pedals made by other manufacturers, refer to the "Pad Compatibility List" PDF.

The "Pad Compatibility List" can be downloaded from the following URL.



<http://products.atvcorporation.com/drums/ad5/>

\* For details on connecting and playing pads made by the respective manufacturers, refer to the owner's manual of each pad.

\* Roland multi-trigger cable does not work right with the aD5.

#### NOTE

If an unconnected plug of the multi-trigger cable comes in contact with metal, false triggering might occur. Use tape to protect the unconnected plugs.

■ **Trigger setup**

Trigger setup is a very important step that is required in order for the different strike signals of each pad to be correctly interpreted, allowing you to perform comfortably. Trigger setup is required not only when setting up your drum kit for the first time, but also when you change pads or when you change the mounting location. You must set the following three items.

<p>&lt;1&gt; Crosstalk cancel setting (p. 31)</p>	<p>This prevents the “crosstalk” that can occur when the impact of striking a pad reaches another pad, unintentionally triggering it. Complete this setting simply by striking each pad as instructed by the crosstalk cancel wizard. * Start with this wizard when you set up your drum kit for the first time. * Crosstalk might occur when you change pads or change the mounting location. In this case you should also execute this wizard.</p>
<p>&lt;2&gt; Trigger setting for each pad (p. 32)</p>	<p>These settings specify the response of each of your pads to ensure that the sound accurately reflects the output of the pad sensor. * Make these settings for each of the pads when you set up the drum kit for the first time.  You can make these settings in either of the following two methods. <b>Specify the model name of each pad (p. 32)</b> • Simply select the model name of each pad, and the typical response is specified. <b>Specify using the trigger setup wizard (p. 33)</b> • When you strike each pad as directed by the wizard, the sensor output of each pad is analyzed, and the pad response appropriate for the player is specified.</p>
<p>&lt;3&gt; Hi-hat control pedal adjustment (p. 35)</p>	<p>Make adjustments so that the hi-hat control pedal operates correctly.</p>

**Acoustic drum trigger**

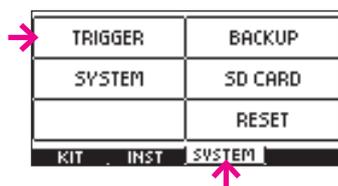
If you are using a drum trigger, you must also set “DRUM TRIG ADJ” (p. 37) in addition to the above items <1> and <2>.

■ **<1> Crosstalk cancel setting**

This prevents the “crosstalk” in which the impact of striking a pad reaches a different pad, causing it to be inadvertently triggered.

1 In the home screen, press [≡].

2 Select the [SYSTEM] tab, and then press [TRIGGER].

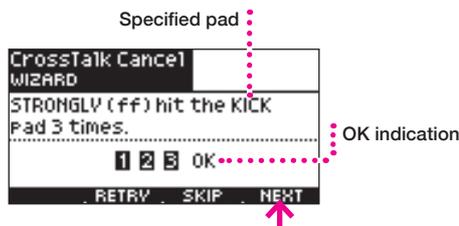


The TRIGGER SETUP screen’s WIZARD page appears.

3 Press [Crosstalk Cancel Wizard].



4 As directed in the screen, strike the specified pad strongly three times.



5 When the screen indicates “OK” press [NEXT] to proceed.

6 Repeat steps 4–5 in the same way.

The aD5 calculates the state of crosstalk for all of the connected pads.

KICK > SNARE > TOM 1 > TOM 2 > TOM 3 > HIHAT > CRASH > RIDE > AUX 1 > AUX 2

\* If the specified pad is not connected, press [SKIP].

**NOTE**

If you purchased the aDrums artist <Standard Set> or <Expanded Set>: When it is shipped from the factory, the aD5 is adjusted to typical trigger settings. Adjust the crosstalk cancel settings and hi-hat control pedal as necessary.

**NOTE**

An acoustic drum trigger is a sensor that is attached to an acoustic drum. It detects strikes on a bass drum, snare drum, or tom, and triggers sounds on the aD5.

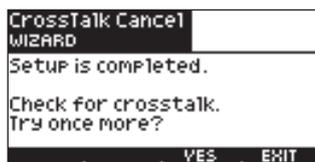
**NOTE**

If you press [RETRY], the previous strikes are discarded.

**NOTE**

We recommend that you play a rimshot when striking the snare pad.

7 When the following screen appears, play the pads to verify that there is no crosstalk, and then press [EXIT].



\* If there is crosstalk, press [YES] and repeat the wizard once again.

In some cases, it might not be possible to completely eliminate crosstalk. The following actions might improve the situation.

- Increase the distance between the pads.
- Mount the pads on separate stands.
- Place the system on a stable floor.
- Adjust the tension of the mesh pads.

### ▪ <2> Trigger setting for each pad

These settings specify the response of each of your pads to ensure that the sound accurately reflects the output of the pad sensor.

Make these settings for each of the pads when you set up the drum kit for the first time.

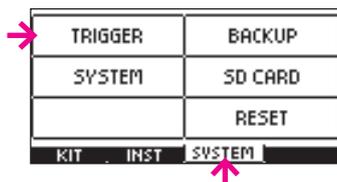
You can make these settings in either of the following two methods.

#### Specify the model name of each pad

Simply select the model name of each pad, and the typical response is specified.

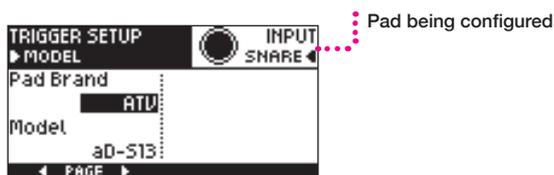
1 In the home screen, press [≡].

2 Select the [SYSTEM] tab, and press [TRIGGER].



3 Press [PAGE >].

The MODEL page appears.



4 Strike the pad that you want to configure.

5 Press [Pad Brand] to select the manufacturer, and press [Model] to select the model name of the pad.

\* When making settings for the hi-hat pad, you'll also specify the model name of the hi-hat pedal.



6 Repeat steps 4–5 in the same way, and configure for all pads.

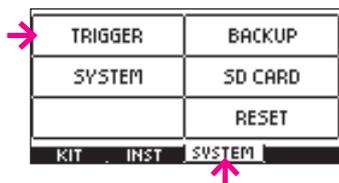
7 Press the [OK] button to confirm the setting.  
If you decide not to change the setting, press the [CANCEL] button.

**NOTE**  
For the model names of the pads used in drum kits of various manufacturers, refer to the “Pad Compatibility List” PDF.

### Specify using the trigger setup wizard

When you strike each pad as directed by the wizard, the sensor output of each pad is analyzed, and the pad response appropriate for the player is specified.

- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [TRIGGER].



The TRIGGER SETUP screen's WIZARD page appears.

- 3 Press [Trigger Setup Wizard].



- 4 Lightly strike the pad that you want to set up.

The pad you strike is shown.



- 5 If the indicated pad is correct, press [NEXT].

\* If the wrong pad is shown, strike the pad again. If the wrong pad is still shown, check the pad connections.

- 6 Specify the manufacturer and model of the pad.

Select the item, and use the value knob to specify the correct setting.



- 7 Press [NEXT].

\* When making settings for the hi-hat, you'll also specify the model name of the hi-hat pedal.

- 8 Using the softest shot (pianissimo) that you will play during performance, strike the head three times. When the display indicates "OK," press [NEXT].

In the case of a cymbal, strike the bow.

Pianissimo is the softest shot during normal performance. An example of this is a single shot in drum roll. If you fail to hit the head properly, press [RETRY] and you can do it again as many times as needed.



#### NOTE

If you use the trigger setup wizard to make settings, and then change the pad model name, the settings you made using the wizard are discarded.

#### NOTE

For the model names of the pads used in drum kits of various manufacturers, refer to the "Pad Compatibility List" PDF.

#### NOTE

- Typically, the region near the pad's strike sensor has extremely high sensitivity. It is easier to control the dynamics if your strikes are some distance away from the sensor.
- In this manual, we refer to the strongest shot you'll use during performance as "fortissimo" (ff), the weakest shot as "pianissimo" (pp), and a medium-strength shot as "mezzo-forte" (mf).

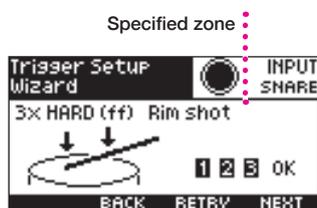
**9** Using the strongest shot (fortissimo) that you will play during performance, strike the head three times. When the display indicates “OK,” press [NEXT].

Do not deliver a rimshot, but hit the head part. In the case of a cymbal, strike the bow. Fortissimo is the strongest shot during normal performance. Usually, strikes in the climax part of a performance are fortissimo. You do not need to deliver the strongest possible shot which you will not use during performance. If you fail to hit the head properly, press [RETRY] and you can do it again as many times as needed.

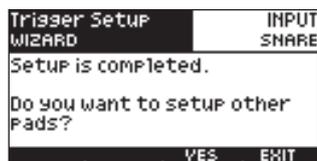


**10** In the same way, use the strongest shot (fortissimo) that you will play during performance to strike the specified zone three times. When the display indicates “OK,” press [NEXT].

When striking the rim, play a rimshot (the method of striking the head and rim simultaneously). You do not need to deliver the strongest possible shot which you will not use during performance. If you fail to hit the rimshot properly, press [RETRY] and you can do it again as many times as needed.



**11** Setup is completed. If you want to set up another pad, press [YES].



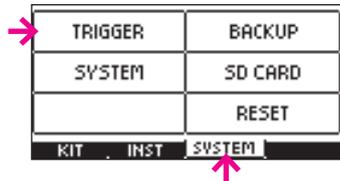
Make settings for all pads in the same way. If you are finished, press [EXIT].

■ <3> Hi-hat control pedal adjustment

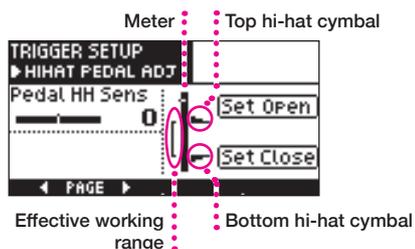
Here's how to make adjustments so that the hi-hat control pedal operates correctly. You can also adjust the foot-close and foot-splash volume.

1 In the home screen, press [≡].

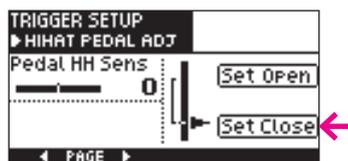
2 Select the [SYSTEM] tab, and press [TRIGGER].



3 Press the [PAGE ▶] several times to access the HIHAT PEDAL ADJ page.

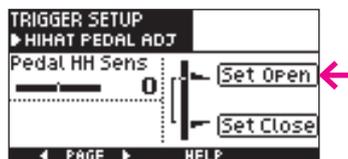


4 Advance the hi-hat pedal to the closed position, and press [Set Close].

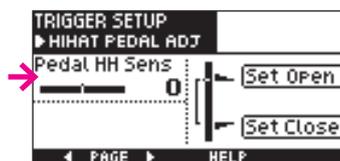


5 Remove your foot from the hi-hat pedal, and press [Set Open].

\* Only hi-hats made by a different manufacturer



6 Press [Pedal HH Sens] and adjust the foot-close and foot-splash volume.



7 Press the [OK] button to confirm the setting. If you decide not to change the setting, press the [CANCEL] button.

**NOTE**

- If you feel that the hi-hat sound does not open even though you reduce the pressure on the pedal, you might be able to improve the situation by pressing [Set Close] while applying fairly strong pressure on the pedal.
- If you apply too much pressure on the pedal, it will be difficult to close the hi-hat sound.

**NOTE**

If you're using the aDrums aD-H14, [Set Open] is not shown. All settings are adjusted automatically just by [Set Close].

■ Fine adjustments to the trigger setup

If the relationship between the force of your strike and the resulting sound is not to your liking, or if unintended notes are sounded, you can adjust the following parameters for each pad.

Situation	Parameter	Notes
<ul style="list-style-type: none"> <li>Volume is small even for a strong strike</li> <li>High volume is hard to reach even with a strong strike</li> <li>Sound is fairly loud even with a soft strike</li> </ul>	Sensitivity	You should also adjust the volume of the aD5.
<ul style="list-style-type: none"> <li>Sound changes unnaturally between soft and strong strikes</li> <li>Only the volume in the mf region is too soft or too loud</li> </ul>	Curve	
<ul style="list-style-type: none"> <li>Notes are omitted when you play a roll at pp</li> <li>Unintended notes occur in response to sound from a nearby monitor speaker</li> <li>Unintended notes occur in response to sound from a nearby acoustic drum</li> <li>Unintended notes occur in response to floor vibrations</li> </ul>	Threshold	If extremely soft shots (pp) do not produce sound, execute the trigger setup wizard once again.
<ul style="list-style-type: none"> <li>The head also sounds when you play a rimshot</li> <li>The rim also sounds when you play a head shot</li> </ul>	Head-Rim Adj	This parameter is available only for a mesh head.
<ul style="list-style-type: none"> <li>The rim shot also sounds when you play on the side rim</li> <li>The side stick also sounds when you play a rim shot</li> </ul>	Side Rim Adj	This parameter is available only for the aD-S13.
<ul style="list-style-type: none"> <li>The rim sound is too soft or too loud in comparison to the head</li> <li>The edge or cup sounds are too soft or too loud in comparison to the bow</li> </ul>	Zone B Sens Zone C Sens	
<ul style="list-style-type: none"> <li>An acoustic drum trigger produces duplicate (retriggered) notes</li> </ul>	Retrigger Cancel	This parameter is available only for a drum trigger.

**NOTE**

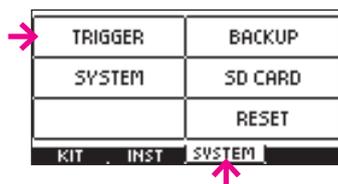
Each parameter is reset to its default value when you change the model name of the pad or when you execute the trigger setup wizard.

**NOTE**

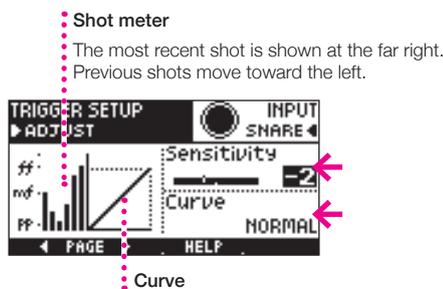
In this manual, we refer to the strongest shot you'll use during performance as "fortissimo" (ff), the weakest shot as "pianissimo" (pp), and a medium-strength shot as "mezzo-forte" (mf).

**ADJUST**

- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [TRIGGER].



- 3 Press [PAGE ►] to access the ADJUST page.
- 4 Select parameters and use the value knob to adjust them.



Parameters

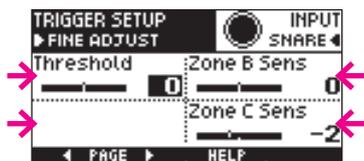
<b>Sensitivity</b>	<p>Positive (+) values increase the pad's sensitivity; negative (-) values decrease the pad's sensitivity. While watching the shot meter in the screen, adjust this parameter so that the shot meter indicates ff when you play the strongest shot (ff) you'll use during performance. If the reading is above ff, lower the sensitivity.</p> <ul style="list-style-type: none"> <li>* This changes the sensitivity of all zones A/B/C.</li> <li>* In case the sensitivity adjustment range is insufficient, re-execute the trigger setup wizard.</li> </ul>
<b>Curve</b>	<p>This parameter compensates the response so that the dynamics of your strikes will correspond linearly to the dynamics of the sound. Adjust the parameter so that the meter indicates mf when you play a medium-strength shot (mf).</p> <p>NORMAL : No compensation                      +1—3 : Increases the sound of a mf strike.                      -1—3 : Decreases the sound of a mf strike.</p>

**NOTE**

Typically, the region near the pad's strike sensor has extremely high sensitivity. You'll be able to make adjustments more accurately if your strikes are some distance away from the sensor.

### FINE ADJUST

- 1 In the TRIGGER SETUP screen, press the [PAGE ►] to access the FINE ADJUST page.
- 2 Select parameters and use the value knob to adjust them.

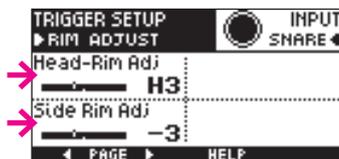


Parameters

<b>Threshold</b>	Adjusts the minimum strike level above which the pad responds. With lower settings, the pad responds even to softer strikes. If the pad responds to sounds in the environment, increase this value.
<b>Zone B Sens</b>	Adjust the sensitivity of zone B and zone C.
<b>Zone C Sens</b>	Watch the shot meter in the screen, and adjust the setting so that the shot meter indicates “ff” when you play the strongest shot (ff) you’ll use during performance. If the meter indicates higher than “ff,” lower the sensitivity.

### RIM ADJUST

- 1 In the TRIGGER SETUP screen, press the [PAGE ►] to access the RIM ADJUST page.
- 2 Select parameters and use the value knob to adjust them.



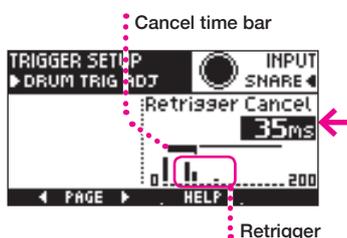
Parameters

<b>Head-Rim Adj</b>	This parameter is for a mesh head. It adjusts the boundary between head shots and rim shots. If a rim shot is sounded when you strike the head, adjust this parameter toward H. If you find it difficult to play rim shots, adjust this parameter toward R.
<b>Side Rim Adj</b>	This parameter is for the aD-S13. If the rim shot is heard even though you strike the side rim, then adjust this in the “+” direction. If a rim shot causes the side stick to sound, then adjust this in the “-” direction.

### DRUM TRIG ADJ

This parameter can be set only for a trigger input to which an acoustic drum trigger is connected.

- 1 In the TRIGGER SETUP screen, press [PAGE ►] to access the DRUM TRIG ADJ page.
- 2 Select parameters and use the value knob to adjust them.



Parameters

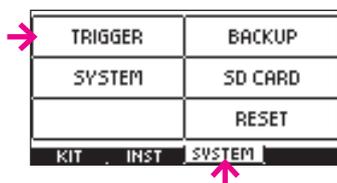
<b>Retrigger Cancel</b>	<p>When using a drum trigger, a single strike might produce two notes (retriggering). Retrigger Cancel prevents retriggering by ignoring any additional trigger signals that occur within a fixed time interval from the first trigger signal. The graph in the screen makes it easy to see the time at which retriggering occurs, and to determine the setting that is required for retriggering to be ignored.</p> <p><b>Procedure</b></p> <ol style="list-style-type: none"> <li>1. Minimize the value.</li> <li>2. Strike the drum.</li> <li>3. If the graph shows two or more strikes (retriggering), increase the value until the cancel time bar covers all of the retriggers.</li> </ol> <ul style="list-style-type: none"> <li>* The occurrence of retriggering changes depending on the force and location of the strike.</li> <li>* If you increase the value excessively, rolls and flams will be affected.</li> </ul>
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### ■ Checking the pad model and the corresponding zones

Here's how to check the model of pad that is assigned by the wizard, and the zones that can be played from that pad.

1 In the home screen, press .

2 Select the [SYSTEM] tab, and press [TRIGGER].



3 Press [PAGE ►] several times to access the INFO page.

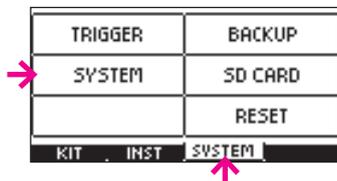


## 10 System parameters

Here you can make settings for the entire aD5.

### ■ Entering the system parameter screen

- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [SYSTEM].



The SYSTEM screen OPTION page appears.

### ■ Option settings

- 1 Use [▲][▼] to select a parameter, and use the value knob to edit the setting.



Parameters

<b>LCD Contrast</b>	Adjusts the contrast of the display.
<b>LCD Brightness</b>	Adjusts the brightness of the display.
<b>Output Gain</b>	Adjusts the output gain of OUTPUT and PHONES in a range of 0—+6 dB. The default value is "+3 dB." Depending on your playing style, distortion (clipping) might occur in the drum sound. If this occurs, lower the Output Gain. * This does not affect the gain of the audio that is input to AUDIO IN. * Starting with firmware version 1.20, the output gain was increased by 3 dB. If you want the gain to be the same as before, set Output Gain to 0 dB.
<b>Auto Power Off</b>	The aD5 automatically turns off the power to save electricity when it has not been played or operated for 30 minutes. Here you can specify the time until when the power automatically turns off. 30 mins : The power turns off after 30 minutes. 4 hours : The power turns off after four hours. DISABLE : The power does not turn off automatically.

■ MIDI settings

- 1 Press [PAGE ▶] to access the MIDI page.
- 2 Use [▲][▼] to select a parameter, and use the value knob to edit the setting.

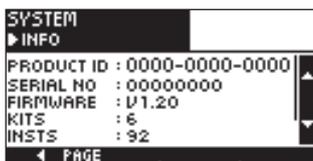


Parameters

MIDI Channel	Specifies the MIDI channel used to transmit and receive. Normally you'll set this to channel 10. If this is set to INDIVIDUAL, each pad transmits messages on a different MIDI channel. You can't individually change the MIDI channel of each pad. For reception, sound is produced in response to note messages of all channels (omni mode).			
	MIDI transmit channels for the INDIVIDUAL setting			
	<b>Pad</b>	<b>Ch</b>	<b>Pad</b>	<b>Ch</b>
	KICK	1	HIHAT	6
	SNARE	2	CRASH	7
	TOM 1	3	RIDE	8
	TOM 2	4	AUX 1	9
	TOM 3	5	AUX 2	10
Local Control	If this is OFF, sound is not produced when you strike the pads; sound is produced in response to incoming MIDI note messages. Normally you'll set this ON.			

■ Information about the unit

- 1 Press [PAGE ▶] to access the INFO page.



Parameters

PRODUCT ID	Product ID
SERIAL NO	Serial number
FIRMWARE	Version of the firmware
KITS	Number of saved drum kits
INSTS	Number of saved instruments
TONES	Number of saved tones
STORAGE USED	Amount of internal storage used

**NOTE**

When the aD5 is used to communicate via MIDI with electronic drums from another manufacturer, your performance may not reproduce correctly due to differences in velocity messages and hi-hat control protocols.

**HINT**

If you set MIDI Channel to INDIVIDUAL, each pad can be recorded on a separate track when you record MIDI into your DAW.

**NOTE**

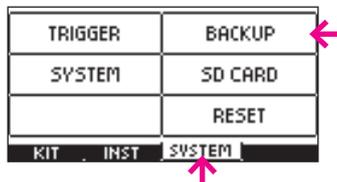
- When you're MIDI-recording into a DAW, and the MIDI messages sent from the aD5 are looped-back, notes will be triggered in duplicate. Be sure to turn off MIDI loopback in your DAW's settings.
- If you turn the aD5's Local Control OFF and MIDI-record into a DAW, the aD5 produces sound in response to the MIDI messages that have been routed through the PC (DAW), meaning that there will be latency (notes will be delayed). We recommend that you leave the aD5's Local Control ON, and turn MIDI loopback off in your DAW.

# 11 Backup

The contents of the aD5's internal storage can be backed up to an SD card. Insert your SD card into the aD5.

## ■ Entering the backup screen

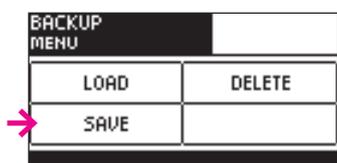
- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [BACKUP].



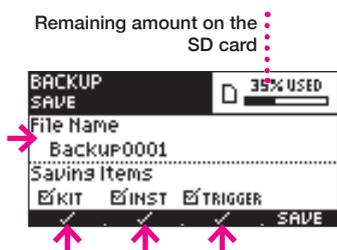
The BACKUP screen MENU page appears.

## ■ Saving a backup

- 1 Press [SAVE].



- 2 Specify a file name, and select items to be saved.



Parameter

<b>File Name</b>	Enter a file name for the backup. A name entry screen appears.
<b>Saving Items</b>	<p>Selects the data that is included in the backup. Items for which the check box is selected will be saved.</p> <p>KIT :All drum kits in the aD5  INST :All instruments and tones in the aD5  TRIGGER :Trigger setup</p> <p>* If you select INST, the KIT check box is always selected as well.  * If you want to save a drum kit individually, use the Kit Export function. (p. 19)</p> <p><b>Saving all data in the aD5</b>  Select all three check boxes. The backup will occupy a larger size, and it will take longer to save or load. If the backup includes instruments that you downloaded from the ATV Sound Store, the backup cannot be loaded into a different aD5 unit.</p> <p><b>Shortening the time for saving or loading</b>  Save without selecting the INST check box. Even if the backup includes instruments that you downloaded from the ATV Sound Store, the backup can be loaded into a different aD5 unit. If this backup is loaded into an aD5 unit that lacks the appropriate instruments or tones, some instruments might not sound.</p> <p><b>Saving only the trigger setup</b>  Select only the TRIGGER check box. This lets you switch between trigger setups according to the configuration of your pads.</p>

- 3 Press [SAVE].  
If you decide to cancel without saving, press the [CANCEL] button.

A progress bar is shown while the data is being saved. When saving is complete, the screen indicates "Completed."

### NOTE

To avoid losing important data, we recommend that you save a backup regularly.

### NOTE

It will take more than fifteen minutes to save a backup that includes instruments. This will vary depending on the amount of instrument data.

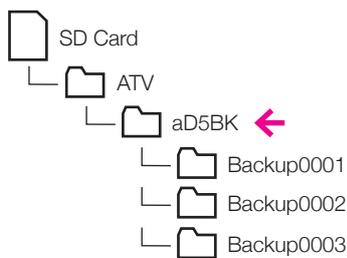
### NOTE

- If a backup of the same name already exists, the following message appears. Press [OK] to overwrite the existing backup.  
"A backup with the same name already exists. Overwrite?"
- If the SD card does not have sufficient free capacity, the following message appears.  
"Not enough memory on the SD card."

### NOTE

Do not turn off the power or remove the SD card while data is being saved.

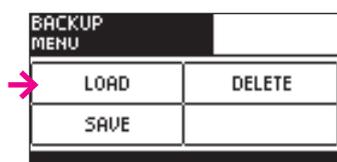
### Backup save location



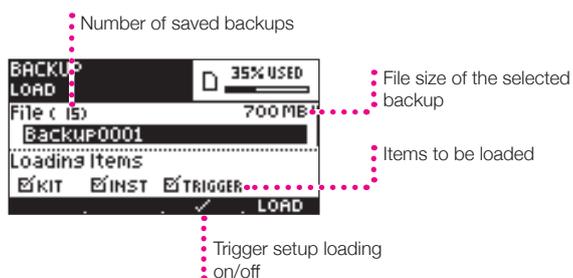
The backup is saved as several files in a folder. If you copy the backup, copy the entire folder.

### ■ Loading a backup

1 Press [LOAD].



2 Use the value knob to select the backup file that you want to load.



If you want to load only drum kit and instrument data into another aD5 unit, turn trigger setup loading off.

3 Press [LOAD].  
If you decide to cancel without loading, press the [CANCEL] button.

A progress bar is shown while the data is being loaded. When loading is complete, the screen indicates "Completed."

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

### NOTE

Do not change the file in the backup folder.

### NOTE

All data in the aD5 will be deleted.

### NOTE

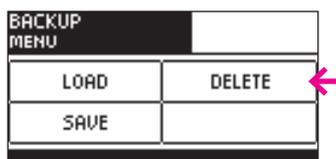
In some cases, a backup that includes instruments that were saved on a different aD5 unit cannot be loaded. The following message appears. "Cannot load this data. This aD5 doesn't have permission to load "XXXX.ad5bk".

### NOTE

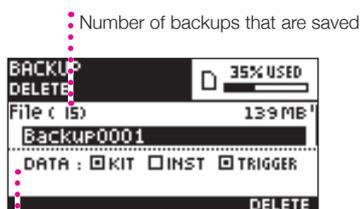
It takes more than fifteen minutes to load a backup that includes the instruments. This will vary depending on the amount of instrument data.

## ■ Deleting a backup

1 Press [DELETE].



2 Use the value knob to select the backup file that you want to delete.



Information for the currently selected backup file

3 Press [DELETE].

A confirmation screen appears.

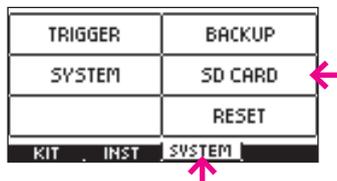
4 Press the [OK] button to delete the backup file.  
If you decide to cancel without deleting, press the [CANCEL] button.

## 12 SD card

Here you can view information about an SD card, or format the card.

### ■ Entering the SD card screen

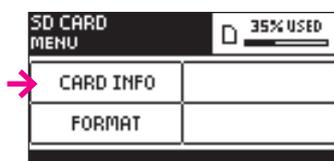
- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [SD CARD].



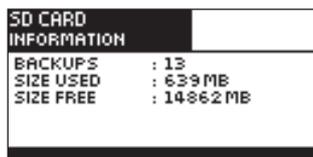
The SD CARD screen MENU page appears.

### ■ Card information

- 1 Press [CARD INFO].



The INFORMATION page appears.

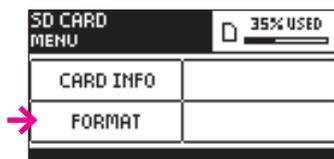


Parameters

<b>BACKUPS</b>	Number of backup files that are saved
<b>SIZE USED</b>	Amount used
<b>SIZE FREE</b>	Amount remaining

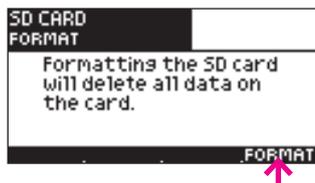
## ■ Formatting a card

1 Press [FORMAT].



The FORMAT page appears.

2 Press [FORMAT].



A confirmation screen appears.

3 Press [OK] to execute formatting.

If you decide to cancel without formatting, press [CANCEL].

When formatting is completed, the screen indicates "Completed."

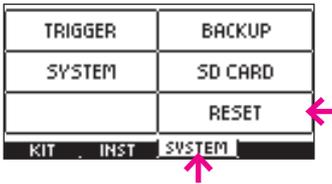
## WARNING

Executing the format operation will delete the entire contents of the SD card.

## 13 Reset

### ■ Entering the reset screen

- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [RESET].



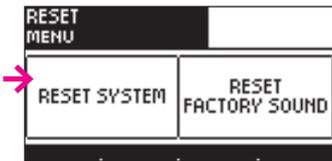
The RESET screen MENU page appears.

### ■ System reset

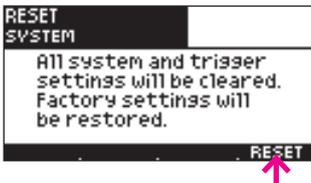
This returns the following parameters to their default values.

- System parameters (Option, MIDI)
- Trigger setup parameters
- Best kit registrations
- Kit group names

- 1 Press [RESET SYSTEM].



- 2 Press [RESET].



A confirmation screen appears.

- 3 Press [OK] to execute system reset.  
If you decide to cancel without resetting, press [CANCEL].

When reset is completed, the screen indicates "Completed."

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

## ■ Restoring the factory-set sounds

To completely return the aD5 to its factory-set state, you can restore the factory sounds. To do this, you'll need an SD card and a factory sound data file which you can download from the ATV website.

### Steps on your Mac/PC

#### 1 Download the factory sound data file from the ATV website.

<http://products.atvcorporation.com/drums/ad5/>

#### 2 Decompress the downloaded file "aD5Sound.zip."

Decompressing the file creates a folder named "aD5Sound."

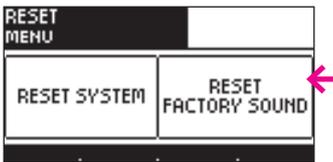
#### 3 Place the "aD5Sound" folder in the "ATV" folder of the SD card.



### Steps on the aD5

#### 4 Insert the SD card into the aD5.

#### 5 Press [RESET FACTORY SOUND].



A message appears, informing you that the drum kits and instruments will be erased.

#### 6 Press [NEXT].

The screen shows the steps for the reset.

#### 7 Press [NEXT].

The screen shows the steps for the reset.

#### 8 Press [RESTORE].



A confirmation screen appears.

#### 9 Press [OK] to execute the factory sound restore operation. If you decide to cancel without restoring, press [CANCEL].

When the restore is completed, the screen indicated "Completed."

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

The factory-set sounds are restored.

### NOTE

All of the data in the aD5 will be deleted. To safeguard against accidentally deleting important data, we recommend that you make a backup (p. 41).

### NOTE

If there is no "ATV" folder, insert the SD card into the aD5 once, and the folders will be created.

### NOTE

It will take 15 minutes or more for the factory sound data to be restored.

## 14 Other information

### ■ Troubleshooting

Problem	Points to check, or action to take
<b>No sound / Insufficient volume</b>	
A specific pad produces no sound or insufficient volume	<ul style="list-style-type: none"> <li>• Could the pad level be lowered? ➡ "Specifying the volume and pan of a pad" (p. 16)</li> <li>• Is an instrument assigned to the pad? ➡ "Changing the instrument of each pad" (p. 15)</li> <li>• Is the pad's trigger setup appropriate? Correctly specify the model name of the pad. ➡ "Specify the model name of each pad" (p. 32)</li> <li>• Is the trigger cable connected correctly?</li> <li>• Are you using the included multi-trigger cable?</li> </ul>
A specific zone's sound is not played, is not loud enough, or is the wrong sound	<ul style="list-style-type: none"> <li>• Could you have changed the instrument's tone assign setting? ➡ "Tone assign" (p. 23)</li> <li>• Could the instrument's tone level be lowered? ➡ "Adjusting the volume of each zone" (p. 24)</li> <li>• Correctly specify the model name of the pad. ➡ "Specify the model name of each pad" (p. 32)</li> </ul>
A specific drum kit does not produce sound, or is not loud enough	<ul style="list-style-type: none"> <li>• Could the kit volume be lowered? ➡ "Adjusting the volume of the entire drum kit" (p. 14)</li> </ul>
No sound from OUTPUT	<ul style="list-style-type: none"> <li>• Check whether there is sound from PHONES.</li> <li>• Make sure that the System setting Local Control is ON. ➡ "MIDI settings" (p. 40)</li> </ul>
<b>Pad/Trigger</b>	
When you strike a pad, other pads also sound	<ul style="list-style-type: none"> <li>• Execute the crosstalk cancel wizard. ➡ "&lt;1&gt; Crosstalk cancel setting" (p. 31)</li> </ul>
When you strike a pad, two or three notes are sounded	<ul style="list-style-type: none"> <li>• Correctly specify the model name of the pad. ➡ "Specify the model name of each pad" (p. 32)</li> </ul>
Sound is not produced when you strike softly	<ul style="list-style-type: none"> <li>• Execute the trigger setup wizard. ➡ "Specify using the trigger setup wizard" (p. 33)</li> </ul>
Sound is soft even when you strike strongly	
It's difficult to play a rimshot on a mesh pad	<ul style="list-style-type: none"> <li>• In trigger setup, adjust Head-Rim Adj toward the R side. ➡ "Fine adjustments to the trigger setup" (p. 36)</li> </ul>
Striking the head of a mesh pad produces a rimshot	<ul style="list-style-type: none"> <li>• In trigger setup, adjust Head-Rim Adj toward the H side. ➡ "Fine adjustments to the trigger setup" (p. 36)</li> </ul>
When you strike a drum to which a drum trigger is attached, two or three notes are sounded	<ul style="list-style-type: none"> <li>• In trigger setup, adjust Retrigger Cancel.</li> </ul>
Can't control hi-hat open/close. Foot-close won't sound.	<ul style="list-style-type: none"> <li>• Correctly specify the model of your hi-hat control pedal. ➡ "Specify the model name of each pad" (p. 32)</li> <li>• Adjust the hi-hat control pedal. ➡ "&lt;3&gt; Hi-hat control pedal adjustment" (p. 35)</li> </ul>
<b>Backup / SD card</b>	
SD card is not recognized / Saving to SD card is too slow	<ul style="list-style-type: none"> <li>• Format the SD card on the aD5. ➡ "Formatting a card" (p. 45)</li> </ul>
Can't load a backup	<ul style="list-style-type: none"> <li>• If instruments downloaded from the ATV Sound Store were imported into the aD5, a backup of that aD5 unit cannot be loaded into a different aD5 unit. If the "INST" check box is cleared when saving the backup, that backup can be loaded into a different aD5 unit as well.</li> </ul>
<b>Import</b>	
Can't import an instrument	<ul style="list-style-type: none"> <li>• An instrument file downloaded from the ATV Sound Store cannot be imported into a different aD5 unit.</li> </ul>
You imported a kit, but some pads don't sound	<ul style="list-style-type: none"> <li>• Since the kit file does not include the sound data of the instruments, instruments that the aD5 does not have are shown as "NO INST FOUND" and will not sound. ➡ "Drum kit import" (p. 21)</li> </ul>

### ■ List of messages

Message	Meaning / Solution
The preset Inst/Tone can not be deleted.	Preset instruments cannot be deleted.
Cannot delete. This tone is used by inst.	Tones used by an inst cannot be deleted.
Illegal name	<p>The name is not valid. You can't specify the following names.</p> <ul style="list-style-type: none"> <li>• Names that start with a period</li> <li>• Names that end with a period</li> <li>• Names consisting of only spaces</li> </ul>
Another kit/inst/backup with the same name has been found.	A drum kit, instrument, or backup of the same name already exists. Specify a different name.
The same group name has been found.	A kit group of the same name already exists. Specify a different name.
Cannot import this data. This aD5 doesn't have permission to import "xxxx".	The instrument file cannot be imported into this aD5 unit.
Cannot load this data. This aD5 doesn't have permission to load "XXXX.ad5bk".	The backup file cannot be loaded into this aD5 unit.
Not enough memory on the SD card.	The free space on the SD card is insufficient.
File not found.	<p>The necessary file cannot be found. Check the following items.</p> <ul style="list-style-type: none"> <li>• Is the file correct?</li> <li>• Is the file in the specified location?</li> </ul>
Unformatted.	The SD card has not been formatted. Format the card.
SD card error.	Failed to read data from the SD card. Try the operation again.
Internal Storage Full.	There is insufficient free space in internal storage. Delete unneeded tones.
Internal Memory Error.	Try restarting the aD5 several times. If this message continues to be displayed, upload a previously-saved backup, or restore the factory-set sounds (p. 47). If this message is still displayed, it could be that the internal memory has malfunctioned. Contact your dealer or ATV support.

## ■ ATV SOUND STORE

Numerous additional sounds (instruments) for the aD5 are available.

By downloading these and importing them into your aD5, you can immediately play the new instruments.



<http://store.atvcorporation.com/>

## ■ Support

Refer to the following URL for frequently asked questions, firmware updates, and other information.



<http://products.atvcorporation.com/drums/ad5/>

## ■ Specifications

Electronic Drum Sound Module

Model: aD5

Item	Specifications
Connection jacks / Interfaces	OUTPUT L/R: mono phone x 2 PHONES: stereo phone AUDIO IN: stereo mini-phone MULTI TRIGGER INPUT: dedicated multi-connector AUX TRIGGER INPUT 1/2: TRS phone USB 2.0: type B connector (High Speed) ATV LINK: RJ45 LAN connector SD CARD: SD/SDHC card DC IN: only for the included AC adapter
Power supply	DC 12 V
Current consumption	600 mA
Dimensions	197 (W) x 144 (D) x 73 (H) mm
Weight	1.1 kg

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

aDrums

[www.atvcorporation.com](http://www.atvcorporation.com)