1 CONNECT THE SDRUM

**A.** Turn down the guitar amp. If connecting to a mixer, turn down the gain/trim control and lower the fader on the channel(s) to which the SDRUM will be connected.

B. Make connections.

C. Connect the power adapter to the SDRUM and AC outlet. Once bootup completes, ensure the **GUITAR AUDITION** LED is off—if it isn't, press the button to turn it off.

D. Turn the guitar volume all the way up then strum and gradually increase the guitar amp volume until the desired level is achieved. If using a mixer, set the channel and master faders to unity (0) then raise the gain/trim control for the desired level.

Amp

IN

Connect included power adapter to wall socket.

PS0913DC (9VDC) Adapter

3.5mm STEREO CABLE   IN

JamSync™ Compatible Looper

OUT

IN
IN

OUT

UNBALANCED TS CABLE   OUT

OUT L

UNBALANCED TS OR BALANCED TRS CABLES   OUT R

IN

TRS CABLE

OUT

Mixer

Refer to the owner's manual for detailed connection and audio routing information.

FS3X Footswitch

`--- Optional`

E. Turn the **LEVEL** knob on the SDRUM all the way down, and then slowly turn it up while hitting the **KICK** or **SNARE** drum pads. Set the level so that the drum level is balanced with the guitar level.

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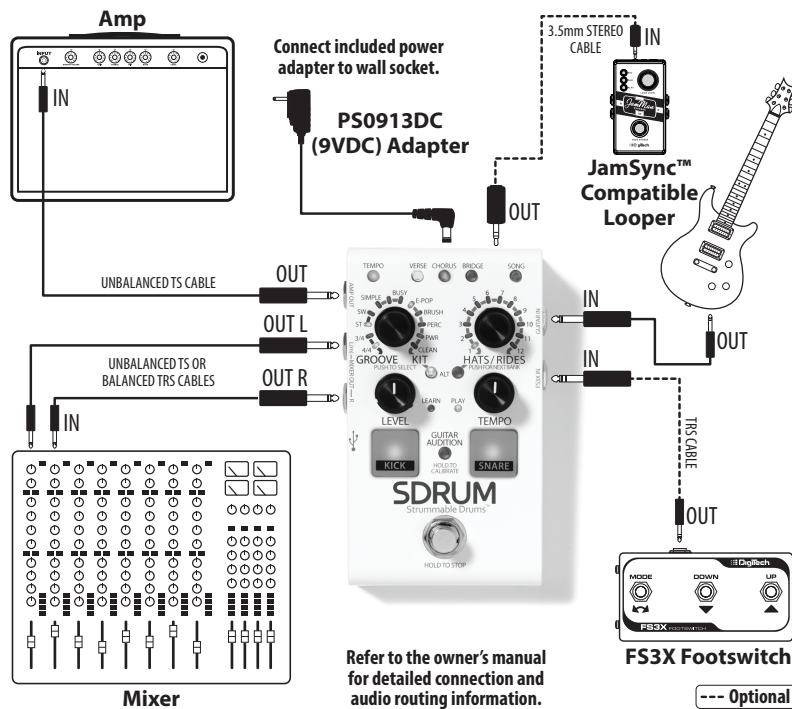
2 TEACH A PATTERN WITH THE PADS

NOTE: The steps that follow assume you are starting from an empty song. The **LEARN** LED should be flashing slowly, and the **KICK** and **SNARE** pads should be off. A metronome should NOT be playing. If this is not the case, go to *Section 5* and follow the steps for clearing a song.

A. Press the **KICK** (K) and **SNARE** (S) pads—the SDRUM will play kick and snare sounds. Adjust the **LEVEL** knob if necessary.

B. Press the **FOOTSWITCH** to arm the SDRUM. The **LEARN** LED will flash rapidly.

C. Start playing a simple 2-bar pattern. For example, if you count 2-bars of 4/4 you can play:

```
| 1  +  2  +  3  +  4  + | 1  +  2  +  3  +  4  + |
  K     S     K     S     K     S     K     S
```

When the first Kick (K) is played, the **LEARN** LED will light solid red.

D. As soon as the first beat of the next bar is reached, press the **FOOTSWITCH** again. The SDRUM will now play the pattern with the default values. The **KICK** and **SNARE** pads will light to indicate a part has been taught. Notice that, by default, a chorus is also automatically taught with higher intensity drums.

E. To switch parts while playing, tap the **FOOTSWITCH**. To stop playback, press and hold the **FOOTSWITCH** until the **KICK** and **SNARE** pads flash and then release the **FOOTSWITCH**.

• **LEARN** LED flashes slowly red = part empty
• **LEARN** LED flashes rapidly red = armed to learn
• **LEARN** LED lights solid red = learning

• **PLAY** LED lights solid green = playing
• **PLAY** LED lights dim green = stopped

---

3 PLAY A SONG

NOTE: Ensure the SDRUM has been taught a pattern and playback has stopped. The **PLAY** LED should be lit dim green, the **VERSE** LED should be lit brightly, and the **CHORUS** LED should be lit dimly.

A. Press the **FOOTSWITCH** to start playback.

B. When approaching the bar where the chorus is to start, tap the **FOOTSWITCH**. A drum fill will be heard and the chorus will begin playing at the start of the next bar.

C. Switch back and forth between verse and chorus by tapping the **FOOTSWITCH** as the SDRUM plays.

D. To finish the song, press and hold the **FOOTSWITCH** until the **KICK** and **SNARE** pads flash. As soon as the **FOOTSWITCH** is released, playback will stop. To finish with a crash cymbal, simply keep holding down the **FOOTSWITCH**—the bar will finish and a crash will play out until the **FOOTSWITCH** is released.
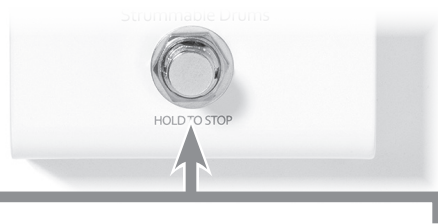
• Tap to start playback
• Tap while playing to advance to the next part
• Press and hold to stop—keep pressing to finish with a crash ending
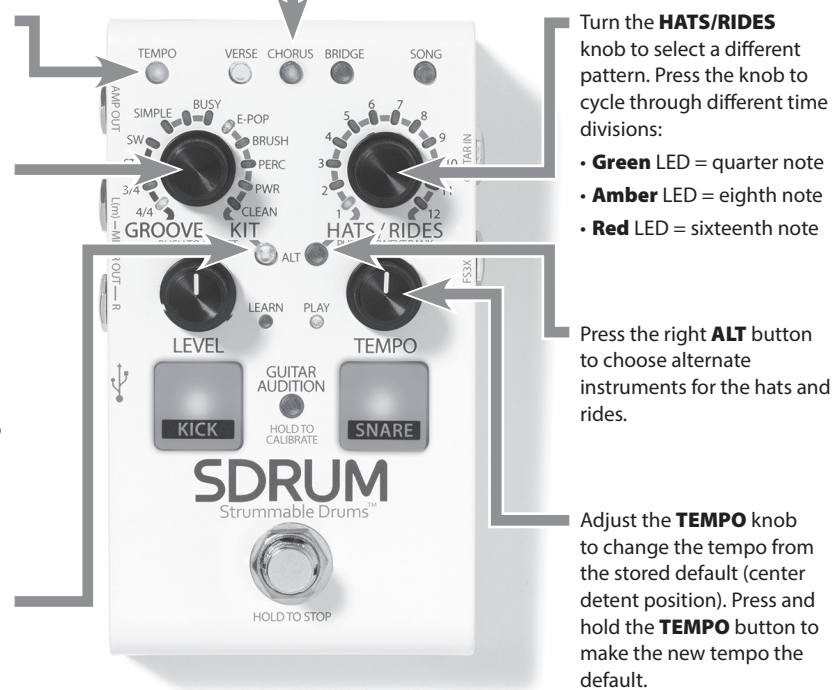
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4 DIAL IN THE SOUND

To change the intensity of a part (how hard the drums are hit), select the part with the **PART** button and then press the button repeatedly to cycle through the intensity options: **green** LED = low intensity, **amber** LED = medium intensity, **red** LED = high intensity.

Tap the **TEMPO** button to change tempo. Press and hold the **TEMPO** button to make the new tempo the default.

Turn then press the **GROOVE/KIT** knob to select different options:
• Change the feel to be swing (SW) or straight (ST)
• Change the timing to be 3/4 or 4/4
• Change the embellishment level from SIMPLE (no ghost notes) to BUSY (lots of extra ghost notes)
• Select from one of the five available drum kits

Press the left **ALT** button to choose alternate instruments for the kick and snare.

Turn the **HATS/RIDES** knob to select a different pattern. Press the knob to cycle through different time divisions:
• **Green** LED = quarter note
• **Amber** LED = eighth note
• **Red** LED = sixteenth note

Press the right **ALT** button to choose alternate instruments for the hats and rides.

Adjust the **TEMPO** knob to change the tempo from the stored default (center detent position). Press and hold the **TEMPO** button to make the new tempo the default.

---

5 CLEAR A PART OR SONG

NOTE: If the SDRUM is playing, stop playback before following these steps. When a song or a part is cleared, the song may start to play briefly before the clear is detected. This is because it is important for the SDRUM to start playing as soon as the **FOOTSWITCH** is pressed. You can avoid this by enabling the COUNT-IN feature—see the owner's manual for more information.

A. To clear an entire song, press and hold the **FOOTSWITCH**—the current **PART** button will flash red rapidly. Keep pressing the **FOOTSWITCH** until all **PART** buttons flash red rapidly, then release the **FOOTSWITCH**.

B. To clear only a part (for example, to record a different kick/snare pattern for that part), first select the part to clear by pressing the corresponding **PART** button. Press and hold the **FOOTSWITCH** until the current **PART** button flashes red rapidly, then release the **FOOTSWITCH**.

C. When a part has been cleared but other parts still have stored patterns, a metronome will be heard playing at the tempo of the last part played. Use this tempo as a guide for teaching a new part in order to keep the parts in sync. The metronome can be turned off by pressing and holding the **PART** button.

D. To teach a new pattern, follow the steps in *Section 2* or *Section 7*.

E. If a part or a song has been cleared by mistake, press and hold the **FOOTSWITCH** until the **PART** LEDs flash green, indicating the part(s) have been restored.

6 CALIBRATE THE GUITAR

It is best to set the tone knob to maximum and use the same tone setting and pickup position for this calibration step as will be used when teaching the SDRUM.

A. Press and hold the **GUITAR AUDITION** button while keeping the guitar quiet (so the SDRUM won't pick up unintended sounds). The **KICK** pad will flash, and the **HATS/RIDES** LEDs will turn red.

B. Mute the strings with your fret hand and strum the low string(s) in the way that you would like to teach kick drum hits. After each detected hit, another **HATS/RIDES** LED will go off.

C. When all 12 kick events have been received, the **SNARE** pad will flash. Repeat the procedure with 12 snare hits by muting with your fret hand and hitting the highest string(s).

D. When calibration is complete, the **GUITAR AUDITION** button will light brightly, and the SDRUM will now make kick and snare sounds as muted strums are played.

NOTE: When the **GUITAR AUDITION** button is bright, the SDRUM will create kick and snare sounds as the guitar is strummed. When the LED is dim, kick and snare sounds will only be heard when the current part or song is cleared. To disable audible feedback during teaching, press the **GUITAR AUDITION** button so the LED is off.

Calibration is saved after power is disconnected.

• The **HATS/RIDES** LEDs indicate the number of kick or snare calibration steps remaining to be detected.

• Press and hold the **GUITAR AUDITION** button to enter calibration mode.

• Press the **GUITAR AUDITION** button to toggle between three modes:
  OFF – No kick/snare feedback while teaching
  DIM – Kick/snare feedback will be re-enabled only when part is cleared
  BRIGHT – Kick/snare feedback is on

7 TEACH A DRUM PART WITH THE GUITAR

NOTE: For best results, calibrate the guitar before trying these steps (see **Section 6**), and use the same guitar settings that were used during calibration.

A. Ensure an empty song is loaded. The **LEARN** LED should be flashing slowly, and the **KICK** and **SNARE** pads should be off. A metronome should NOT be playing. If this is not the case, first clear out the current song (see **Section 5**).

B. Press the **FOOTSWITCH** once—the **LEARN** LED will flash rapidly red to indicate the SDRUM is armed and ready to learn.

C. Scratch out the drum pattern using the same types of strums made during the calibration step—typically a 2-bar pattern but no more than 4 bars. As soon as the point is reached where the pattern starts again, hit the **FOOTSWITCH** to complete the learning phase.

D. The **PLAY** LED will now be solid green as the SDRUM plays back the pattern.

NOTE: Be mindful of timing. When completing the learning phase, the closer the **FOOTSWITCH** is pressed to the actual end of the pattern, the better the result will be. It should feel as though the pattern is ending exactly where the drummer would start playing along.

• Press the **FOOTSWITCH** to arm the SDRUM for learning.

• Play the kick/snare pattern by muting the guitar strings and scratching low strings for kicks and high strings for snares.

• Press the **FOOTSWITCH** again to end learning at the end of the pattern.

8 WORKING WITH SONGS

STORING SONGS
All songs are automatically stored to the SDRUM's memory in real time. This means no action is required to store the current song's settings—any changes will be stored immediately. To keep the current song and start on something new, just select a new song. To go back to a previous song, simply load that song.

SELECTING A NEW CLEARED SONG
A. Press the **SONG** button.

B. Turn the **HATS/RIDES** knob to select an empty song (LED off). As the control is turned past 12, the next bank will be entered, indicated by the LED color. There are 3 banks: green, amber, and red.

C. Press the **SONG** button or the **HATS/RIDES** knob to select that song and exit song mode.

LOADING A STORED SONG
A. Press the **SONG** button.

B. Turn the **HATS/RIDES** knob to select a previously stored song. Previously stored songs will be dim.

C. Press the **SONG** button or the **HATS/RIDES** knob to select the desired song and exit song mode.

CLEARING A SONG
A. Press the **SONG** button.

B. Turn the **HATS/RIDES** knob to select a previously stored song. Previously stored songs will be dim.

C. Press and hold the **SONG** button until the 3 **PART** buttons flash red. The song is now cleared.

D. Press the **SONG** button to exit song mode.

NOTE: See the owner's manual for advanced features, such as how to copy a song from one slot to another.

9 ADVANCED FEATURES

See the SDRUM owner's manual to learn how to use the following advanced features:

• Enabling count-in

• Silent clear

• Pre-selecting timing and feel

• Pre-selecting settings for a part

• Teaching a classic "train beat"

• Using a metronome on a new song

• Getting a drum fill without changing parts

• Teaching a pattern with no kick or snare on the first beat

Enjoy! And thanks for choosing DigiTech.

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SDRUM
QUICK START GUIDE

WHAT'S IN THE BOX
• SDRUM Pedal
• Power Adapter