

World PANDAMINI II

MIDI Controller User's Manual



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PACKING LIST:**PANDAMINI II*1****USB CABLE*1****USER MANUALS*1****3.5MM TRS MIDI OUT TO MIDI DIN ADAPTOR *1**

Note:If it's multilanguage OLED display for your PANDAMINI II, language selection could be accessed by holding one of the 5 PADS(from Pad1 to Pad5) when power on the PANDAMINI II. 5 different languages for options:Pad1 for English, Pad2 for Chinese, Pad3 for German, Pad4 for French and Pad5 for Spanish.

1. Introduction

Thank you for purchasing the WORLDE PANDAMINI II USB MIDI controller. PANDAMINI II is a high quality, feature-packed controller which includes all the essentials to start making music.To help you get the most out of your new instrument, please read this manual carefully.

Your PANDAMINI II midi controller will not make any sound unless it is connected to a computer or other external MIDI gear. This is because the PANDAMINI II sends MIDI data when you play it and does not produce sound on its own. Instead, it is used to control a virtual instrument on your computer or a MIDI sound module to generate sounds.

In order to use the functions of this product, you'll need to make settings in the application you're using. Make settings as described in the owner's manual for your application.

PANDAMINI II works well for both production and performance with DAWs (such as Ableton Live, Bitwig and so forth). Without ever having to look at your computer, you can play and record clips, manipulate effects, navigate and control Live's Session View, and much more. With the pads on your PANDAMINI II, you can easily access your Ableton Session in full RGB color and be aware of just which clips you are launching. Additionally, you can use the MENU button to customize the knobs, sliders and pads on your PANDAMINI II to make it the ideal controller for your studio in common mode.

For connecting to your hardware synths and drum machines, PANDAMINI II also features a standard 3.5mm TRS MIDI Out connector. This implies that you don't need a computer to use many of PANDAMINI II's features.

2. Features

- 8 high quality velocity & pressure sensitive performance pads with RGB backlit, can be assigned easily as pads, MIDI notes.
- 25 velocity sensitive mini-keys, with 3 velocity curve and one constant velocity.
- 4 Assignable rotary knobs, each can be edited by user.
- 4 Assignable sliders, each can be edited by user.
- Brilliant OLED display for immediate parameter setting.
- 2 touch sensors of dynamic pitch bend and modulation touch strips.
- Standard sustain pedal jack, compatible with switch pedal.
- Fixed Chord mode.
- 1xValue Dial(Enter button:push to enter).
- Transport control buttons for Play and Record.
- Strong and imaginative arpeggiator for great ideas generation..
- Custom modes which allow users to customize mappings for knobs and pads.
- USB interface, adaptable to USB 2.0(FULL SPEED).
- Connect to your hardware with a standard 3.5mm TRS MIDI Out jack.
- Power supplied by USB.
- Compatible with Win XP/7/8/10/11/Vista and Mac OSX or greater.
- Compatible with iOS by using the Apple iPad Camera Connection Kit(sold separately).
- Drive free and hot-plug supported.
- Ableton Live integration allows you to launch clips and scenes, control Live's mixer, play instruments and Drum Racks, capture MIDI, and more.
- Integration with other DAWs like Apple Logic Pro X, Propellerhead's Reason, and others.

3. Getting Started

3.1 WORLDE PANDAMINI II Keyboard Overview

3.1.1 Top Panel Overview



3.1.2 Rear Panel Overview



Control Definitions:

- | | |
|---|-----------------|
| 1. Keyboard | 5. MENU button |
| 2. Pitch/Mod Touch strips | 6. SHIFT button |
| 3. OLED DISPLAY | 7. Knobs |
| 4. Value Dial(Enter button:Push to enter) | 8. Sliders |

- 9. Trigger Pads(with RGB backlit)
- 10. Arp button
- 11. Fixed Chord button
- 12. ▶Playback button
- 13. ● Record button
- 14. > Scene Launch button

- 15. Stop/solo/mute button
- 16. USB 2.0 port
- 17. Sustain pedal
- 18. Standard 3.5mm TRS MIDI Out jack
- 19. Kensington Security Slot

3.2 Setup

If you intend to connect your PANDAMINI II keyboard to a computer or mobile devices, please read sections 3.2 to 3.4 first. If you only intend to use your PANDAMINI II keyboard to control a sound module or synthesizer using the external MIDI OUT you should skip to section 3.5.

3.2.1 Minimum System Requirements

If you are using your PANDAMINI II with a computer, the following minimum system requirements apply:

Windows	Mac OS
i3 1.2GHz or higher (CPU requirement may be higher for laptops)	Macintosh i3*1.2GHz/P4*1.2GHz or higher (CPU requirement may be higher for laptops)
1G RAM	OS X 10.3.9 with 1G RAM,
Direct X 9.0b or higher	OS X 10.4.2 or greater with 1G RAM
Windows XP (SP2) or higher (Windows 98, Me, NT or 2000 not supported)	*G3/G4 accelerator cards are not supported.

WORLDE suggests you also check the minimum system requirements for your software, as they may be greater than the above. USB hubs are not supported. WORLDE suggests that you connect directly to one of your computer's built in USB ports.

3.2.2 Using PANDAMINI II With Your Software

When installed, the PANDAMINI II appears as a simple MIDI device with one input port and one output port. You should select the listed USB MIDI Controller input port as the MIDI input device in your software. Once this is set, your software should be able to receive notes and controller data from the PANDAMINI II.

The port name is defined as WORLDE when connecting to USB port. It will appear as WORLDE in the Device Manager.

3.3 Connecting with a Computer

PANDAMINI II is bus-powered, connect it to your computer with a USB cable will have that turned on.



3.4 Connecting with Mobile Devices

3.4.1 iOS

To use your PANDAMINI II with an iOS device, connect it using Apple's Lightning to USB 3 Camera Adapter.



3.4.2 Android

To use your PANDAMINI II with an Android device, we suggest using a USB OTG as the USB adapter.



3.5 Using your PANDAMINI II as a Standalone MIDI Controller

The 3.5mm TRS MIDI Out port can be used to connect the PANDAMINI II to a hardware sequencer, an external synthesizer or sound module. 3.5mm TRS MIDI Out to MIDI DIN adaptor is included.

To use the 3.5mm TRS MIDI output of your PANDAMINI II independently from a computer, you can supply power to the device using a standard USB power source (5V DC, minimum 500mA).



4. Parts and Their Functions

4.1 Keyboard

When you play the keyboard, MIDI note messages are sent. These messages are read by your computer software or external MIDI gear and used to generate sound accordingly. The sound played by the keyboard is from your computer software or external MIDI gear. With the MENU button and Value Dial it's possible to adjust the keyboard velocity curve, octave, transpose, channel, program change etc. More details can be found in section 5.

4.2 Trigger pads

The 8 Pads can transmit MIDI note messages. With the ENU button and Value Dial it's possible to adjust the pad velocity curve, midi note number, RGB color of the pad backlight etc. More details can be found in section 5.

4.3 Knobs

The 4 knobs can transmit control change messages. It can be assigned to control any editable parameter on the selected device. More details can be found in section 5.

4.4 Sliders

The 4 sliders can transmit control change messages. It can be assigned to control any editable parameter on the selected device. More details can be found in section 5.

4.5 Pitch and Modulation touch strips

Pitch bend and modulation are activated by pressing the touch strips. If you touch the Pitch bend strip at its center and move your finger forward or backward it will alter the pitch of the played sound.

Similarly, moving your finger along the Modulation strip alters the modulation amount of the played sound.

4.6 OLED Display

OLED display is for immediate parameter setting.

4.7 Value dial(Enter button:push to enter)

This dial is used for incrementing and decrementing Presets, parameter values and settings. This dial also functions as an [ENTER] button when it is pressed down. Holding the "Enter" button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.

4.8 MENU button

Press MENU button to select the following functions of PANDAMINI II: Octave, Velocity curve, Pad velocity, Store all parameters, Recall all parameters, MIDI channel, Program change, Control assign, Transpose, Pad color R, Pad color G, Pad color B, Reset all, CC NUM/Pad note Controller value.

4.9 SHIFT button

To access secondary functions, press Shift along with other buttons simultaneously.

Shift is used to select the pads which are great for triggering clips in Ableton Live's Session View and playing drums. Holding Shift button lights up the top row of pads. You can then switch between the 2 pad modes:

Session: To enter the Session mode for your PANDAMINI II to trigger clips and navigate in Ableton Live's Session View.

Drum: To enter the Drum mode for your PANDAMINI II to play drums in Ableton Live with your PANDAMINI II's velocity-sensitive pads.

4.10 Arp button

Simply click the Arp button to enable the Arpeggiator function of your PANDAMINI II.

4.11 Fixed Chord button

Fixed Chord button is used for Fixed chord which could be stored by holding the Fixed Chord button while pressing and then releasing the desired keys that you want to be part of the fixed chord. It only works when connected with Ableton Live.

4.12 ► Playback button

This button can start the playback function of your DAW.

4.13 ● Record button

Press the Record button will start to record in your DAW.

4.14 ► Scene Launch button

Click the Scene Launch button (►) to launch scenes in Ableton Live which means that all of the clips in a row can start together. It only works when connected with Ableton Live.

4.15 Stop/solo/mute button

Stop/solo/mute: Press this button to switch the functionality of the bottom 8 pads. It only works when connected with Ableton Live.

4.16 Full sized USB connector

Connect the WORLDE PANDAMINI II to your computer with a USB cable via this port.

4.17 Sustain Pedal Jack

The footswitch jack functions as sustain pedal interface.

Note: the default setting for footswitch jack is open meaning that pressing the pedal will function as sustain. If it's without sustain function when pressed, it means that the pedal polarity is opposite, so it needs to adjust the polarity by moving the pedal polarity switch to the other end.

4.18 3.5mm TRS MIDI Out port

The 3.5mm TRS MIDI Out port can be used to connect the PANDAMINI II to a hardware sequencer, an external synthesizer or sound module. 3.5mm TRS MIDI Out to MIDI DIN adaptor is included.

5. Basic MIDI Control From Your PANDAMINI II

5.1 MIDI Control Messages

There are 135 MIDI controller messages that are used for controlling the MIDI-adjustable parameters in your software or on your external MIDI gear (0 to 127 is the standard MIDI control parameter, 128 to 134 is the special MIDI control parameter). Examples of these controllable parameters include volume, pan, expression, reverb, chorus and portamento.

The 8 assignable knobs/sliders and 8 assignable pads on your PANDAMINI II keyboard is able to send any of the 128 standard MIDI controller messages to control such parameters. Please note that in order for these effects to work, the MIDI device you are sending to must be able to receive these messages. A full list of these control messages is given in Appendix A.

For example, you may want to set the Knob1 to control the channel volume. This is done by assigning controller 7 to the Knob1 (first on the left). Examples of other popular effects are listed in the table below. (Please consult Appendix A for the full list.)

Effect	Control
Modulation	1
Volume	7
Pan	10
Expression	11
Reverb depth	91
Chorus depth	93

There are many different types of virtual instruments available and most of these respond to MIDI controller messages, allowing you to control a variety of parameters from your PANDAMINI II keyboard. Please review the manual that came with your software or external gear to see what these controller numbers are.

5.2 Programming the Controls on Your PANDAMINI II

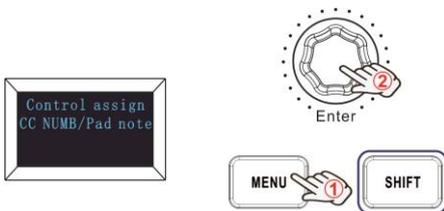
When programming a physical controller on your PANDAMINI II, the controller that was last used will be the first one selected for programming. To select a different physical controller for programming, the method is: Press the MENU button repeatedly until the OLED displays "Control assign CC NUMB/Pad note", then move the physical controller you wish to program. When control assignment mode works, the OLED displays the following:



5.3 Control assignment

In control assignment mode the 8 assignable knobs/sliders and 8 assignable pads can be programmed to any MIDI controller messages that are used for controlling the MIDI-adjustable parameters in your software or on your external MIDI gear.

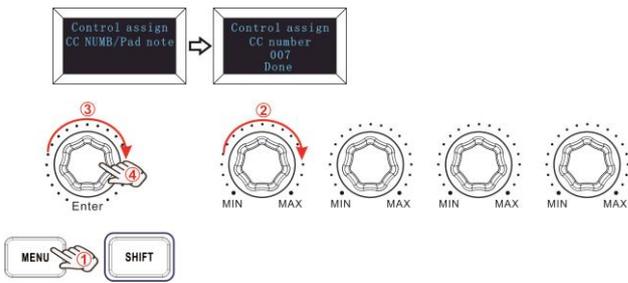
To select a different physical controller for programming, the method is: Press the MENU button repeatedly until the OLED displays "Control assign CC NUMB/Pad note", then move the physical controller you wish to program. Input the desired controller value with value dial and confirm the value with "Enter" button. Holding the "Enter" button for 2 seconds to exit the edit mode. The OLED displays the following for control assignment:



5.4 Assignable Knobs

There're 4 knobs that can be assigned as controller No. independently. Press the MENU button repeatedly until the OLED displays "CC NUMB/Pad note", then rotate the knobs you wish to program. Input the desired controller value with value dial and confirm the value with "Enter" button. For example, you may want to set the Knob1 to control the channel volume. This is done by assigning controller 7 to the Knob1 (first on the left). The operation steps is shown as below and the OLED displays the following:

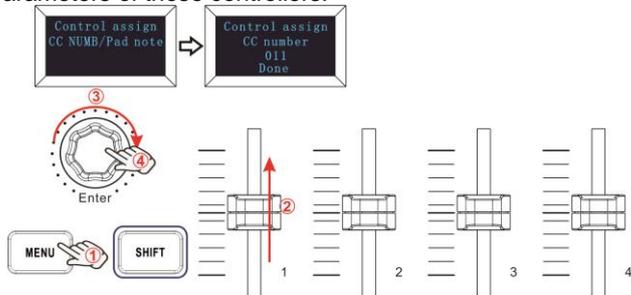
- (1) Press the MENU button repeatedly until the OLED displays "Control assign CC NUMB/Pad note".
- (2) Rotate R1 knob (first on the left).
- (3) Rotate the value dial until the OLED displays "007". The numbers are the controllers.
- (4) Press the "Enter" button to confirm and the OLED will display "Done". Holding the "Enter" button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.5 Assignable Sliders

There're 4 sliders that can be assigned as controller No. independently. Press the MENU button repeatedly until the OLED displays "CC NUMB/Pad note", then move the sliders you wish to program. Input the desired controller value with value dial and confirm the value with "Enter" button. For example, you may want to set the Slider F1 to control the expression control. This is done by assigning controller 11 to the F1 (first on the left). The operation steps is shown as below and the OLED displays the following:

- (1) Press the MENU button repeatedly until the OLED displays "Control assign CC NUMB/Pad note".
- (2) Move F1 slider (first on the left).
- (3) Rotate the value dial until the OLED displays "011". The numbers are the controllers.
- (4) Press the "Enter" button to confirm and the OLED will display "Done". Holding the "Enter" button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.

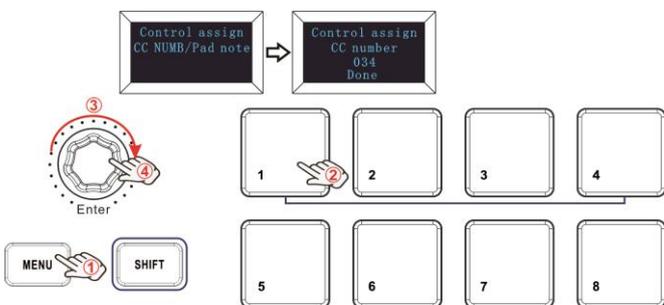


5.6 Assignable Pads

5.6.1 Pad Note Setting

There're 8 pads that can be assigned to transmit MIDI note messages (drums, stabs, bass notes, whatever). Press the MENU button repeatedly until the OLED displays "CC NUMB/Pad note", then trigger the pads you wish to program. Input the desired MIDI note messages with value dial and confirm the value with "Enter" button. Holding the "Enter" button for 2 seconds to exit the edit mode. For example, you may want to set the Pad1 to transmit note message 34. This is done by assigning controller 34 to the Pad1. The operation steps is shown as below and the OLED displays the following:

- (1) Press the MENU button repeatedly until the OLED displays "Control assign CC NUMB/Pad note".
- (2) Trigger the Pad1.
- (3) Rotate the value dial until the OLED displays "34". The numbers are the controllers.
- (4) Press the "Enter" button to confirm and the OLED will display "Done". Holding the "Enter" button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



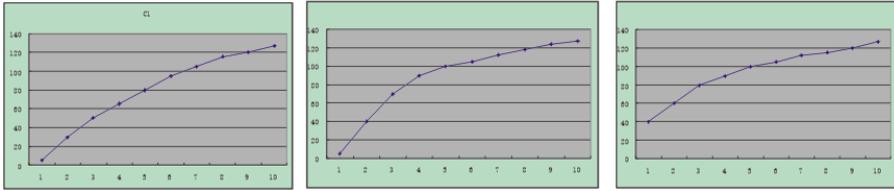
5.7 Advanced Settings

5.7.1 Keyboard Velocity Curve

Every time you press a key, a MIDI note message is sent with a velocity value between 0 and the maximum; this value specifies how hard you pressed the key. Since different people have different playing styles, your PANDAMINI II offers 3 different velocity curves and 1 one

constant velocity as shown below. The default is the first one. You should experiment with the different velocity curves to seek the curve that best suits your playing style.

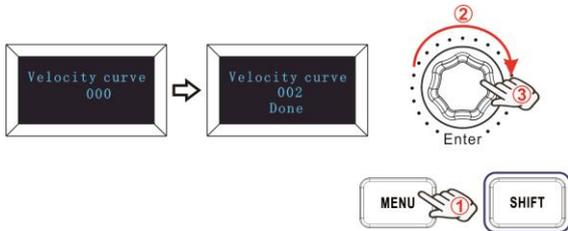
Keyboard Velocity Curves



To change the keyboard velocity curve:

Press the MENU button repeatedly until the OLED displays “Velocity curve” to start the function of selecting keyboard velocity curve. When this function is valid, the OLED displays the “Velocity curve” and the Number of current velocity curve. It can be adjusted by value dial and confirmed by Enter button. The initial value is 1, adjusting scale is 1~4. The operation steps is shown as below and the OLED displays the following:

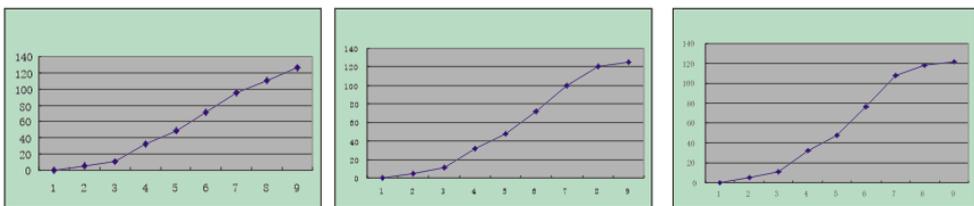
- (1) Press the MENU button repeatedly until the OLED displays “Velocity curve”.
- (2) Rotate the value dial to adjust the keyboard velocity curve, the OLED will display the current selected velocity curve.
- (3) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.7.2 Pad Velocity

The Pad Curve setting is used to set the response curve of all 8 pads. It is not possible to set the response curve of the pads independently. Your PANDAMINI II offers 3 different pad velocity curves and 1 one constant velocity as shown below. The 3rd one is the constant velocity with the value 127.

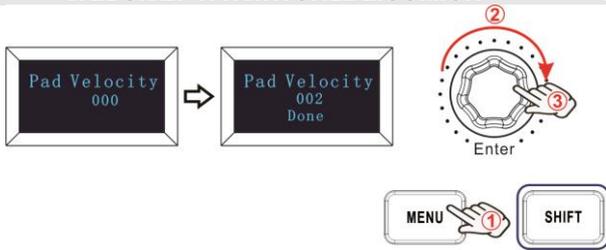
Pad Velocity Curves



To change the pad velocity curve:

Press the MENU button repeatedly until the OLED displays “Pad curve” to start the function of selecting pad velocity curve. When this function is valid, the OLED displays the “Pad velocity” and the Number of current pad velocity curve. It can be adjusted by value dial and confirmed by Enter button. The initial value is 1, adjusting scale is 1~4. The operation steps is shown as below and the OLED displays the following:

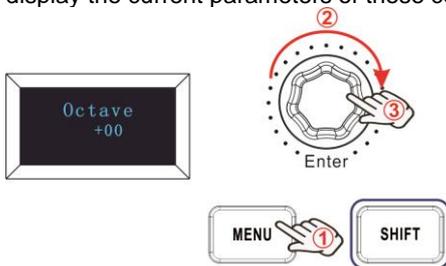
- (1) Press the MENU button repeatedly until the OLED displays “Pad Velocity”.
- (2) Rotate the value dial to adjust the pad velocity curve, the OLED will display the current selected velocity curve.
- (3) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.7.3 OCTAVE+ / OCTAVE-

Press the MENU button repeatedly until the OLED displays “Octave” to start the function of Octave. This function allows the keyboard to change the Pitch up/down by octave. When this function is valid, the OLED displays the “Octave” and the value of current transposition. It can be adjusted by value dial. The initial value is 0, adjusting scale is -4~4. The operation steps is shown as below and the OLED displays the following:

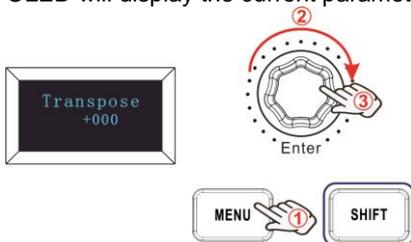
- (1) Press the MENU button repeatedly until the OLED displays “Octave”.
- (2) Rotate the value dial to adjust the keyboard octave, the OLED will display the current octave. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.7.4 Transpose

Press the MENU button repeatedly until the OLED displays “Transpose” to start the function of Transpose. This function allows the keyboard to change the Pitch up/down by semi-tone. When this function is valid, the OLED displays the “Transpose” and the value of current transposition. It can be adjusted by value dial. The initial value is 0, adjusting scale is -12~12. The operation steps is shown as below and the OLED displays the following:

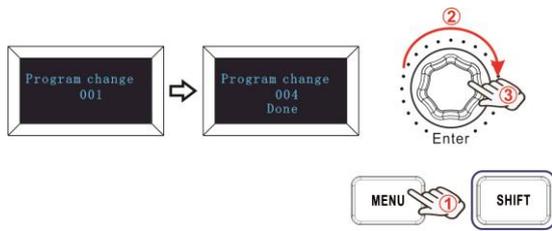
- (1) Press the MENU button repeatedly until the OLED displays “Transpose”.
- (2) Rotate the value dial to adjust the keyboard transpose, the OLED will display the current transpose. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.7.5 Program change

Press the MENU button repeatedly until the OLED displays “Program change” to start the function of Program change. Program change is for adjusting the voice of current channel. When this function is valid, the OLED displays the “Program change” and the current voice number. It can be adjusted by value dial and confirmed by Enter button. The initial value is 1, adjusting scale is 1~128. The operation steps is shown as below and the OLED displays the following:

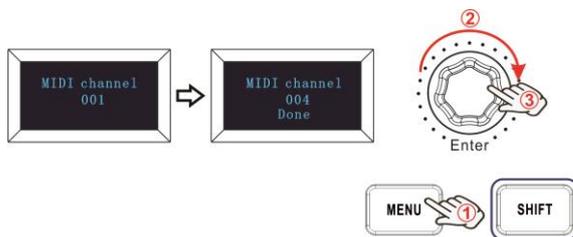
- (1) Press the MENU button repeatedly until the OLED displays “Program change”.
- (2) Rotate the value dial to adjust the keyboard program, the OLED will display the current keyboard program.
- (3) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.7.6 MIDI channel

Press the MENU button repeatedly until the OLED displays “MIDI channel” to start the function of Channel selection. Channel selection is for adjusting the Current MIDI channel. When this function is valid, the OLED displays the “MIDI channel” and the current channel number. It can be adjusted by value dial and confirmed by Enter button. The initial value is 1, adjusting scale is 1~16. The operation steps is shown as below and the OLED displays the following:

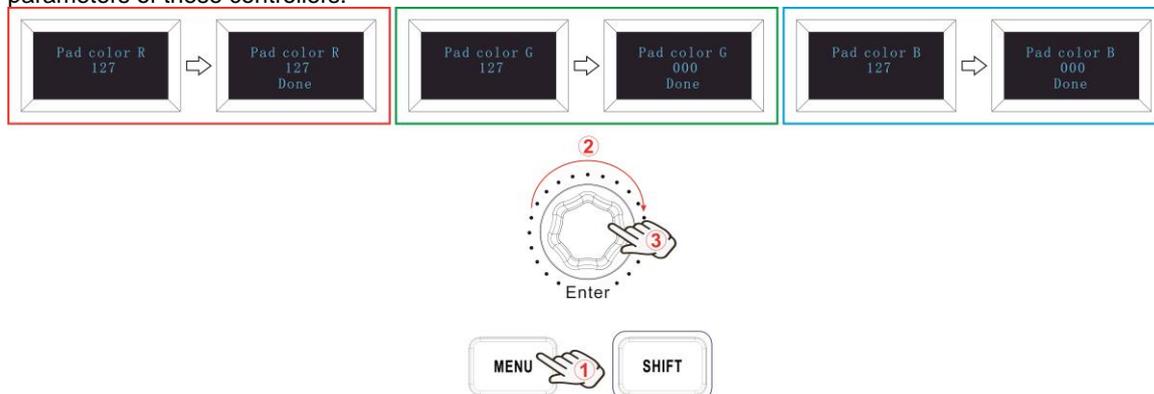
- (1) Press the MENU button repeatedly until the OLED displays “MIDI channel”.
- (2) Rotate the value dial to adjust the keyboard MIDI Channel, the OLED will display the current MIDI channel.
- (3) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.7.7 Select the Backlit RGB Color of 8 Pads

Press the MENU button repeatedly until the OLED displays “Pad color R/G/B” to start the function of selecting the Backlit RGB Color of 8 Pads. When this function is valid, the OLED displays the “Pad color R/G/B” and the current RGB color number. R is for red, G is for green and B is for blue. It can be adjusted by value dial and confirmed by Enter button. The initial value is 127, adjusting scale is 0~255. For example, you may want to set the Pad1 with RED color for the RGB backlight. This is done by setting the Pad color R to 127, Pad color G to 0 and Pad color B to 0 to the Pad1. The operation steps is shown as below and the OLED displays the following:

- (1) Trigger the Pad1.
- (2) Press the MENU button repeatedly until the OLED displays “Pad color R”.
- (3) Rotate the value dial until the OLED displays 127.
- (4) Press the “Enter” button to confirm and the OLED will display “Done”.
- (5) Press the MENU button repeatedly until the OLED displays “Pad color G”.
- (6) Rotate the value dial until the OLED displays 0.
- (7) Press the “Enter” button to confirm and the OLED will display “Done”.
- (8) Press the MENU button repeatedly until the OLED displays “Pad color B”.
- (9) Rotate the value dial until the OLED displays 0.
- (10) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



Reference RGB No. for some colors:

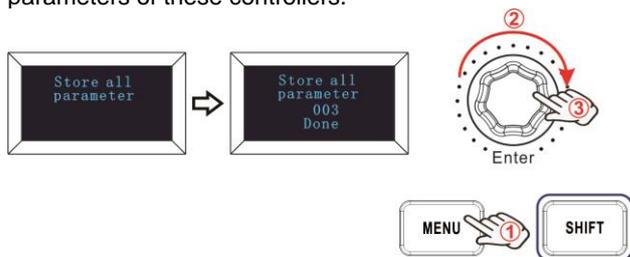
COLOR	R.	G.	B
WHITE	127	127	127
BLACK	0	0	0
RED	127	0	0
GREEN	0	127	0
BLUE	0	0	127
CYAN	0	127	127
MAGENTA	127	0	127
YELLOW	127	127	0
ORANGE	127	82	0

5.8 Other controls

5.8.1 Store all parameters

Press the MENU button repeatedly until the OLED displays “Store all parameters” to start the function of storing parameters. It stores 3 groups setup value. When this function is valid, the OLED displays the “Store all parameter” and the current storage group number. It can be adjusted by value dial and confirmed by Enter button. The initial value is 1, adjusting scale is 1~3. The operation steps is shown as below and the OLED displays the following:

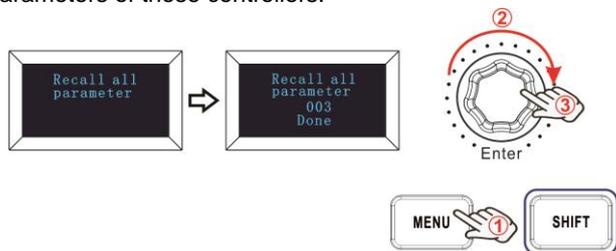
- (1) Press the MENU button repeatedly until the OLED displays “Store all parameter”.
- (2) Rotate the value dial to adjust the memory area and the OLED will display the current memory area.
- (3) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



5.8.2 Recall all parameters

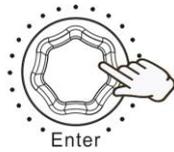
Press the MENU button repeatedly until the OLED displays “Recall all parameter” to start the function of recalling all parameters. When this function is valid, the OLED displays the “Recall all parameter” and the current storage group number. It can be adjusted by value dial and confirmed by Enter button. The initial value is 1, adjusting scale is 1~3. The operation steps is shown as below and the OLED displays the following:

- (1) Press the MENU button repeatedly until the OLED displays “Recall all parameter”.
- (2) Rotate the value dial to select the memory area and the OLED will display the current memory area.
- (3) Press the “Enter” button to confirm and the OLED will display “Done”. Holding the “Enter” button for 2 seconds to exit the edit mode and return to parameter display mode. Then if you rotate the knobs, move the sliders or trigger the pads the OLED will display the current parameters of these controllers.



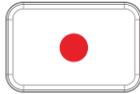
5.8.3 RESET

Press the MENU button repeatedly until the OLED displays “Reset all” to reset the system restoring to factory setting, sending system initial setting info at the same time. When this function is valid, the OLED displays the “Reset all”. It can be confirmed by Enter button. The OLED displays the following:



5.8.4 Sequencer remote control buttons

There are 2 buttons used for Playback and Record control:[>>], [O]. It is common to set the 2 buttons as Sequencer remote control buttons, it needs to be working with sequencer software.



6. Using The PANDAMINI II With Your DAW

6.1 Using your PANDAMINI II with Ableton Live

If you have Ableton Live installed, connect your PANDAMINI II to Mac or PC 's USB port with the supplied USB cable and it will be recognized and enter Session mode automatically. If you press the Shift button on your PANDAMINI II the pads will be lighting as shown in the picture below. The first 2 pads of the top row are used to select pad function mode and the last pad to the right are for selecting knob function mode.



If your PANDAMINI II is not automatically detected in Ableton Live, you'll need to go for configuration for Live's Control Surface Preferences. Which could be done under 'Link/MIDI' Preferences menu in Ableton Live:

You will need to go as: "Options(for Windows system) or Live(for Mac system) " and then "Preferences" and last "Link MIDI" . Then you will need to select the listed option for Control Surface and Input and Output as shown below.

You need to make settings in the Link/MIDI tab as steps shown below. First, to select your PANDAMINI II (La****key Mini [MK3]) from the Control Surface menu. Second, select WORLDE or WORLDE2(Windows) for Input and Output settings. Finally, match the Track, Sync and Remote settings.



6.1.1 Your PANDAMINI II's Session Mode for Ableton Live

Press the Session pad(pad with 'Session' printed above) while holding the Shift button to enter session mode on your PANDAMINI II.



Session mode can be used to work with Ableton Live's Session view. The Clip View, which contains clips, tracks and scenes, is where clip properties can be set and adjusted.



In session mode PANDAMINI II's 8 pads can provides an 4x2 view of the clips in the Session View of your Ableton Live. The picture below is what PANDAMINI II's pads will be lighting in Session mode:



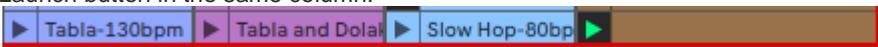
In Ableton Live each session view slot can hold one clip which often contains MIDI notes or audio.



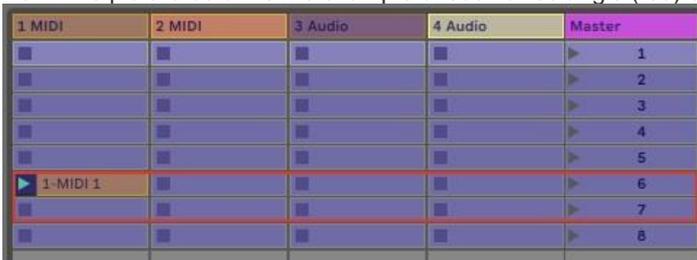
In Ableton Live you can create MIDI tracks by dropping MIDI fields or instruments and audio tracks by dropping audio tracks. In MIDI instruments tracks the MIDI clips will play on the virtual instrument that is configured to that track.



Rows in the Session View are called Scenes in Ableton Live. All clips in a scene can be launched simultaneously by pressing the Scene Launch button in the same column.



In Session mode, your PANAMINI II's 8 pads can control the grid of clips found inside the coloured rectangle in Ableton Live's Session View. The picture below is the example of such a rectangle (red) extending from the left-most track to the Master track:



If you make any changes to your Ableton Live's clips like colors it will be indicated simultaneously in your PANDAMINI II's Session mode. For empty clip slots it will indicate as dark pads(no light).



The 4 buttons with arrows have their secondary functions for navigating in Ableton Live's session view: >, Stop Solo Mute, Arp, and Fixed Chord. Hold the Shift button and then press one of the 4 buttons inside yellow rectangle as shown in picture below:



Holding shift button and pressing one of the following buttons will move the grid of clips up or down:



Holding "Shift" and press "Scene Launch (>)" will have the grid of clips moved up one row.



Holding "Shift" and press "Stop, Solo, Mute" will have the grid of clips moved down one row.



Press Arp (left) or Fixed Chord (right) button while holding Shift will select the left or right track that are adjacent. Track will be armed automatically so it would be able to receive MIDI. Release Arp or Fixed Chord button first before SHIFT button released.

6.1.2 To Launch the Clips in your Ableton Live

Tapping on pads will start clips in the relevant Session View location. When a clip is played, the pads will pulse white. Playback on the track can be stopped by pressing an empty pad, and the clip can be launched anew by pressing the pad again.



The Global Quantization chooser in Ableton Live, which is situated at the top of the Live screen, controls how quickly clips pause or relauch. This can go as fast as 1/32 notes or as slowly as 8 bars. By default, it is set at 1 bar. 'None' is another option for making clips respond right away.

6.1.3 Launching Scenes

In Ableton Live, scenes can be launched by clicking the Scene Launch button (>). This implies that a row of clips can start at the same time.



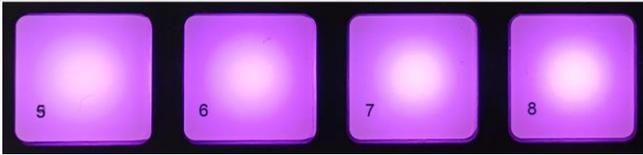
6.1.4 Stop, Solo, Mute



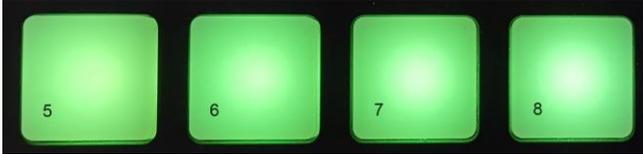
You can change the bottom eight pads' functionality to prevent them from launching clips while in session mode. The Stop, Solo, and Mute buttons are used for this purpose.

The four states that the Stop, Solo, and Mute button toggles between affect tracks in the following ways:

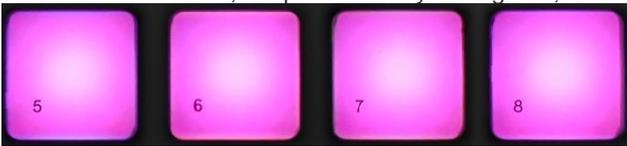
Stop (Purple): Any clip on the corresponding track will come to an end when you press the pads in this state. If there are no tracks playing, the purple pads will turn blue.



Solo (Yellow Green): Only tracks with Solo turned on will play when you press the appropriate pads in this state. If a track is soloed (i.e., silent), the pads will be in purple; otherwise, they will be in yellow-green.



Mute (Light pink): This mode allows you to mute the corresponding tracks by pressing the pads. When a track is muted, the pads will be yellow-green; when a track is not muted, the pads will remain light pink.



Clips (White): To return the bottom pads' functionality to the standard Session mode, where the bottom row of pads represents clips again, push the fourth button (after toggling through Stop, Solo, and Mute). The clips that are playing will be in white color and flickering.



6.1.5 Record / Capture MIDI



Pressing this button triggers Session Record. This will allow you to record what you're playing to new clips as well as overdub existing ones.



Pressing Record while holding Shift activates the Capture MIDI function. This enables you to record any recently played MIDI notes in the record-armed track in retrospect. This implies that you can use Capture MIDI to transmit a great-sounding piece of music directly into a clip if you are not recording.

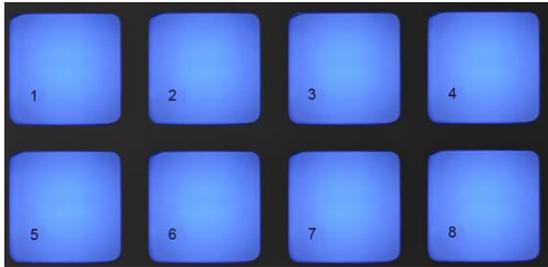
6.1.6 Playing and Recording Drums



The PANDAMINI II's pads will become velocity-sensitive drum pads to control Ableton Live while in drum mode.

Hold Shift and press the Drum pad (pad with 'Drum' printed above) to enter into this mode.

When PANDAMINI II is in Drum mode and a Drum Rack (an Ableton MIDI instrument) is loaded onto the selected Live track, it's pads will light up the track's color.



Press and hold Shift while using the Stop, Solo, Mute, or > buttons to move the bank of 128 pads in a Drum Rack up or down.

In addition to triggering sounds, Drum mode in Ableton's Drum Racks will select the corresponding Drum Rack pad inside a Drum Rack. Accordingly, upon release, Ableton Live displays the selected Drum Rack pad on the screen and the most recent played Drum Rack pad turns grey.

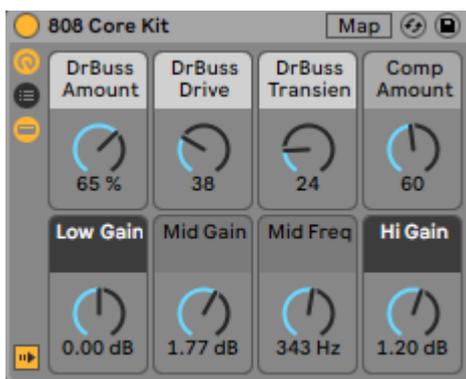


6.1.7 Using Ableton Live Devices

In Dvice mode, you can control the chosen 'device,' such as third-party instruments and effects or Ableton, on a live track. To access this mode, hold down the Shift button and press the Device pad (pad with 'Device' printed above).



Knobs and sliders will control the first eight parameters of the chosen device in this mode. Controlling Live's eight "macro" knobs—which are found on Instrument and Effect Racks—with this is quite helpful.



The "Percussion 1" Impulse preset is seen in the image above. Here, sample volumes, sample start and "stretch," delay and reverb

amounts are all controlled by the knobs and sliders on PANDAMINI II.

6.1.8 Arp

The PANDAMINI II's Arpeggiator can be activated by pressing the Arp button. Once Arp is engaged, the PANDAMINI takes your chords and generates an arpeggio, which is simply the chord notes played one after the other. The Arpeggiator will continue to run for as long as keys are held, at the rhythmic value determined by the Arp Rate. Arp is a great way to easily come up with interesting melodies and progressions.



Arpeggiator Rotary Knobs



Your arpeggios can be altered by turning the rotary knobs while holding down the Arp button.

Tempo: This knob adjusts your arpeggio's pace in relation to the arp rate.

Swing: This knob determines how much each note is delayed in relation to the next, creating a swinging rhythm. Holding down the Arp button while rotating the Swing knob will adjust the Arpeggiator's swing. Swing will be adjusted to 50% by default (the center position), with extremes of 80% (extremely swinging) and 20% (negative swing). Every other note is rushed rather than delayed when there is a negative swing.

Gate – By adjusting this knob, you can produce longer or shorter MIDI notes, which will produce an arpeggio that is more "staccato" or more flowing and "legato." This knob adjusts the interval between notes from 1% to 200%. When swing is applied, the gate length stays the same for both notes.

Arp Modes



You can choose from one of five Arpeggiator Modes when you turn on Arp, and each one produces arpeggios with a unique note order. Holding down the Arp button while pressing the key that corresponds to the chosen mode will change the Arp mode.

Up: The notes are performed in this section in ascending order, or pitch rising. The sequence will continue to have notes in ascending order even if more are added. For instance, you could begin by depressing the note E3, then swiftly add the notes C3 and G3. C3, E3, and G3 will be the resulting arpeggio.

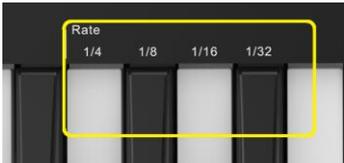
Down: This mode resembles Up Mode though notes play in descending order (for example, G3, E3, and C3).

Up/Down: The notes in this arpeggio mode are first played in ascending sequence. The notes then move down towards the lowest note after reaching the highest note. They play once before the arpeggio rises once again and stops before they reach the lowest pitch. This indicates that the lowest note will only play once during the pattern's repetition.

Played: The notes are repeated here in whatever order that they were played.

Chord: Every rhythmic step replays every note (see Arp Rate). This simplifies the process of playing quick chords.

Arp Rates



The arpeggiated notes' speed can be adjusted with these parameters. A shorter pace (e.g. 1/32) will play an arpeggio faster than a longer one (e.g. 1/4) since each note is played directly after the end of the preceding one.

The quarter (1/4), eighth (1/8), sixteenth (1/16), and thirty-second (1/32) notes are common musical note values that are used as rate possibilities. Tap and hold the Arp button, then tap the key below 1/4, 1/8, 1/16, or 1/32 to adjust the Arp Rate.

Arp Octaves



The number of octaves your arpeggio will repeat is indicated by these 4 keys. Press and hold the Arp button, then select the key beneath 1, 2, 3, or 4 to make the desired adjustment. The arpeggio can be repeated at higher octaves by selecting an octave greater than 1. For instance, when an arpeggio is set to two octaves, it changes from being C3, E3, and G3 at one octave to C3, E3, G3, C4, E4, and G4.

Arp Rhythms



Arp rhythms enhance the pattern of your arpeggio by introducing melodic rests, or quiet steps, which let you create more variations in your arpeggios.

Dots: There are three alternatives here, all of which are rhythms.

O: The standard Arpeggiator configuration, which adds a note to each division of the chosen Arp rate.

OXO (note - rest - note) The rhythm OXO places a rest in between each pair of notes.

OOXO (note - rest - rest - note) – This rhythm adds two pauses in between each pair of notes (note - rest - rest - note).

Latch



You can utilize the Arpeggiator without holding down keys by using the latch function. The arpeggiator "latches" onto whatever notes you press and release simultaneously to create a new arpeggio pattern. After that, the arpeggiator keeps playing as though you hadn't let go of the keys. A new arpeggio arises when a key is pressed, erasing the preceding one.

Press and hold the Arp button, then press the key next to "Latch" to activate Latch.

6.1.9 Fixed Chord



With Fixed Chord, you can play a chord shape and use other keys to transpose it.

To set a chord, press and hold the Fixed Chord button. The keys you want to be a part of your chord can then be pressed and released while you're still holding the button. Now the chord is kept in storage.

Remember that even if you add notes below the initial note, like in the example below, the first note you enter into the chord is still regarded as its "root note."

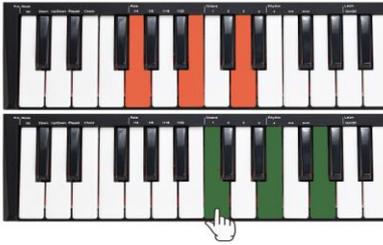
The following steps demonstrate the use of Fixed Chord:

Click and hold the button for the Fixed Chord.

C, E, and G (a C Major chord) should be pressed and released in that order. This is stored by PANDAMINI II as the "fixed chord."

Give the Fixed Chord button a release.

Major chords will now sound on whatever key you press. Pressing F, for instance, will now play a F Major chord (as seen below), pressing Ab will play an Ab Major chord, and so on. Every time you change the Fixed Chord settings, the previously saved chord is removed, and in order for Fixed Chord to function once again, a new chord must be input.



6.2 PANDAMINI II Working with other Sequencer

A MIDI sequencer will allow you to record, play back, store and edit MIDI data. Although hardware sequencers exist, we will focus on the more commonly used software sequencers in this manual. Examples of popular DAW are Cubase™, Logic™, Ableton Live™ and so on, although there are many different sequencing applications available for your computer. In order to use your PANDAMINI II with your sequencer, you need to set up the sequencer software so that your PANDAMINI II can be recognized as your DAW's MIDI input device. You need to choose a MIDI output device that is capable of making sound when MIDI data is sent to it. This may be a soundcard on your computer, a VST instrument or a sound module connected to a MIDI port which is in turn connected to your computer. Please consult your sequencer's user manual for more information on how this is done. In this manual, section 3.2.2 "Using The PANDAMINI II With Your software" details how your PANDAMINI II will appear in the device listing of your sequencer.

With your PANDAMINI II set up to communicate with the sequencer, data will go into the sequencer and will be routed to a virtual synthesizer within the sequencer software or sent to an external sound module via a MIDI output port. The virtual synthesizer or external sound module will turn the MIDI data into audible sounds. You can then record the incoming MIDI data and edit your performance using your sequencer. We will have some more detailed MIDI mapping operations for different DAWs provided separately.

7. Appendices

Appendix A-ASSIGNABLE CONTROLLER PARAMETER LIST

CONTROLLER NO.	DEFINITION	INITIAL VALUE	VALUE RANGE
0	Bank Select MSB	0	0-127
1	Modulation MSB	0	0-127
2	Breath MSB	127	0-127
3	Controller	0	0-127
4	Foot Controller MSB	127	0-127
5	Portamento time MSB	0	0-127
6	Data Entry MSB	2	0-127
7	Channel Volume MSB	100	0-127
8	Balance MSB	64	0-127
9	Controller	0	0-127
10	Panpot MSB	64	0-127
11	Expression MSB	127	0-127
12	Effect Control 1 MSB	0	0-127
13	Effect Control 2 MSB	0	0-127

14-31	Controller	0	0-127
32	Bank Select LSB	0	0-127
33	Modulation LSB	0	0-127
34	Breath LSB	127	0-127
35	Controller	0	0-127
36	Foot Controller LSB	127	0-127
37	Portamento time LSB	0	0-127
38	Data Entry LSB	0	0-127
39	Channel Volume LSB	127	0-127
40	Balance LSB	64	0-127
41	Controller	0	0-127
42	Panpot LSB	64	0-127
43	Expression LSB	127	0-127
44-63	Controller	0	0-127
64	Sustain	0	0-127
65	Portamento	0	0-127
66	Sostenuto	0	0-127
67	Soft Pedal	0	0-127
68	Legato FootSwitch	0	0-127
69	Hold 2	0	0-127
70	Sound Controller	64	0-127
71	Resonance	64	0-127
72	Release Time	64	0-127
73	Attack Time	64	0-127
74	Cutoff	64	0-127
75	Decay Time	0	0-127
76	Vibrato Depth	64	0-127
77	Vibrato Depth	64	0-127
78	Vibrato Depth	64	0-127
79	Sound Controller	64	0-127
80-83	Controller	0	0-127
84	Portamento Control	0	0-127
85-90	Controller	0	0-127
91	Reverb	40	0-127
92	Effects	0	0-127
93	Chorus	0	0-127
94	Effects	0	0-127
95	Effects	0	0-127
96	RPN Increment	0	0-127
97	RPN Decrement	0	0-127
98	NRPN LSB	0	0-127
99	NRPN MSB	0	0-127

100	RPN LSB	0	0-127
101	RPN MSB	0	0-127
102-119	Controller	0	0-127
120	All Sound Off	0	0-127
121	Reset All Controllers	0	0-127
122	Local Control	0	0-127
123	All Notes Off	0	0-127
124	OMNI Off	0	0-127
125	OMNI On	0	0-127
126	Mono	0	0-127
127	Poly	0	0-127
128	Pitch Bend Sensitivity (RPN)	2	0-127
129	Channel Fine Tuning (RPN)	64	0-127
130	Channel Coarse Tuning (RPN)	64	0-127
131	Modulation Depth Range (RPN)	64	0-127
132	Vibrato Rate (NRPN)	64	0-127
133	Vibrato Depth (NRPN)	64	0-127
134	Vibrato Delay (NRPN)	64	0-127
135	Filter Cutoff Frequency (NRPN)	64	0-127
136	Filter Resonance (NRPN)	64	0-127
137	EQ Low Gain (NRPN)	64	0-127
138	EQ High Gain (NRPN)	64	0-127
139	EQ Low Frequency (NRPN)	64	0-127
140	EQ High Frequency (NRPN)	64	0-127
141	EG Attack Time (NRPN)	64	0-127
142	EG Decay Time (NRPN)	64	0-127
143	EG Release Time (NRPN)	64	0-127
144	Polyphonic key pressure	100	0-127
145	After touch	100	0-127
146	Pitch Bend	64	0-127
147	Master Volume	100	0-127
148	Start (MTC)	-	-
149	Continue (MTC)	-	-
150	Stop (MTC)	-	-
151	Reset (MTC)	-	-
152	Program	0	0-127
153	Global Channel	0	0-15
154	Octave	0	-3~3
155	Transpose	0	-12~12
156	Tempo	100	20-250
157	Keyboard Curve	0	0-4
158	Pedal A Curve	64	1-127

Appendix B- Toxic or Hazardous Substances and Elements

Part Number, Name and Description	Toxic or Hazardous Substances and Elements					
	Pb	Hg	Cd	Cr(VI)	(PBB)	(PBDE)
PCB	○	○	○	○	○	○
PCBA Welding Spot	○	○	○	○	○	○
Components	○	○	○	○	○	○
Metal Parts	○	○	○	○	○	○
Plastic and Polymeric parts	○	○	○	○	○	○
Paper Accessory	○	○	○	○	○	○
Power Cord	○	○	○	○	○	○

○: Indicates that this toxic or hazardous substance contained in all the homogeneous materials for this part, according to EIP-A, EIP-B, EIP-C is below the limit requirement in SJ/T 11364.
 x: Indicates that this toxic or hazardous substance contained in all the homogeneous materials for this part, according to EIP-A, EIP-B, EIP-C is above the limit requirement in SJ/T 11364.
 (Enterprises may further provide in this box technical explanation for marking "X" based on their actual conditions.)

Appendix C-Note Value and The Corresponding Numerical Number

Note	NO.														
C-1	0	F0	17	Bb 1	34	Eb 3	51	G#4	68	C#6	85	F#7	102	B8	119
C#-1	1	F#0	18	B1	35	E3	52	A4	69	D6	86	G7	103	C9	120
D-1	2	G0	19	C2	36	F3	53	Bb 4	70	Eb 6	87	G#7	104	C#9	121
Eb-1	3	G#0	20	C#2	37	F#3	54	B4	71	E 6	88	A7	105	D9	122
E-1	4	A0	21	D2	38	G3	55	C5	72	F6	89	Bb 7	106	Eb 9	123
F-1	5	Bb 0	22	Eb 2	39	G#3	56	C#5	73	F#6	90	B7	107	E9	124
F#-1	6	B0	23	E2	40	A3	57	D5	74	G6	91	C8	108	F9	125
G-1	7	C1	24	F2	41	Bb 3	58	Eb 5	75	G#6	92	C#8	109	F#9	126
G#-1	8	C#1	25	F#2	42	B3	59	E5	76	A6	93	D8	110	G9	127
A-1	9	D1	26	G2	43	C4	60	F5	77	Bb 6	94	Eb 8	111		
Bb-1	10	Eb 1	27	G#2	44	C#4	61	F#5	78	B6	95	E8	112		
B-1	11	E1	28	A2	45	D4	62	G5	79	C7	96	F8	113		
C0	12	F1	29	Bb 2	46	Eb 4	63	G#5	80	C#7	97	F#8	114		
C#0	13	F#1	30	B2	47	E4	64	A5	81	D7	98	G8	115		
D0	14	G1	31	C3	48	F4	65	Bb 5	82	Eb 7	99	G#8	116		
Eb 0	15	G#1	32	C#3	49	F#4	66	B5	83	E7	100	A8	117		
E0	16	A1	33	D3	50	G4	67	C6	84	F7	101	Bb 8	118		

Appendix D- General MIDI Instruments-Program Change Numbers

Piano	Bass	Reed	Synth Effects
0 Acoustic Grand Piano	32 Acoustic Bass	64 Soprano Sax	96 SFX Rain
1 Bright Acoustic Piano	33 Fingered Bass	65 Alto Sax	97 SFX Soundtrack
2 Electric grand Piano	34 Electric Picked Bass	66 Tenor Sax	98 SFX Crystal
3 Honky Tonk Piano	35 Fretless Bass	67 Baritone Sax	99 SFX Atmosphere
4 Electric Piano 1	36 Slap Bass 1	68 Oboe	100 SFX Brightness
5 Electric Piano 2	37 Slap Bass 2	69 English Horn	101 SFX Goblins
6 Harpsichord	38 Syn Bass 1	70 Bassoon	102 SFX Echoes
7 Clavinet	39 Syn Bass 2	71 Clarinet	103 SFX Sci-Fi
Chromatic Percussion	Strings/Orchestra	Pipe	Ethnic
8 Celesta	40 Violin	72 Piccolo	104 Sitar
9 Glockenspiel	41 Viola	73 Flute	105 Banjo
10 Music Box	42 Cello	74 Recorder	106 Shamisen
11 Vibraphone	43 Contrabass	75 Pan Flute	107 Koto
12 Marimba	44 Tremolo Strings	76 Bottle Blow	108 Kalimba
13 Xylophone	45 Pizzicato Strings	77 Shakuhachi	109 Bag Pipe
14 Tubular bells	46 Orchestral Harp	78 Whistle	110 Fiddle
15 Dulcimer	47 Timpani	79 Ocarina	111 Shanai
Organ	Ensemble	Synth Lead	Percussive
16 Drawbar Organ	48 String Ensemble 1	80 Syn Square Wave	112 Tinkle Bell
17 Percussive Organ	49 String Ensemble 2	81 Syn Sawtooth Wave	113 Agogo
18 Rock Organ	50 Syn Strings 1	82 Syn Calliope	114 Steel Drums
19 Church Organ	51 Syn Strings 2	83 Syn Chiff	115 Woodblock
20 Reed Organ	52 Choir Aahs	84 Syn Charang	116 Taiko Drum
21 Accordion	53 Voice Oohs	85 Syn Voice	117 Melodic Tom
22 Harmonica	54 Syn Choir	86 Syn Sawtooth Wave	118 Syn Drum
23 Tango Accordion	55 Orchestral Hit	87 Syn Brass & Lead	119 Reverse Cymbal
Guitar	Brass	Synth Pad	Sound Effects
24 Nylon Acoustic	56 Trumpet	88 New Age Syn Pad	120 Guitar Fret Noise
25 Steel Acoustic	57 Trombone	89 Warm Syn Pad	121 Breath Noise
26 Jazz Electric	58 Tuba	90 Polysynth Syn Pad	122 Seashore
27 Clean Electric	59 Muted Trumpet	91 Choir Syn Pad	123 Bird Tweet
28 Muted Electric	60 French Horn	92 Bowed Syn Pad	124 Telephone Ring
29 Overdrive	61 Brass Section	93 Metal Syn Pad	125 Helicopter
30 Distorted	61 Syn Brass 1	94 Halo Syn Pad	126 Applause
31 Harmonics	62 Syn Brass 2	95 Sweep Syn Pad	127 Gun Shot

Appendix E - General MIDI Drums-Note assignments

MIDI Note	Drum Sound	MIDI Note	Drum Sound	MIDI Note	Drum Sound
35	Acoustic Bass Drum	52	Chinese Cymbal	69	Cabasa
36	Bass Drum 1	53	Ride Bell	70	Maracas
37	Side Stick	54	Tambourine	71	Short Whistle
38	Acoustic Snare	55	Splash Cymbal	72	Long Whistle
39	Hand Clap	56	Cowbell	73	Short Guiro
40	Electric Snare	57	Crash Cymbal 2	74	Long Guiro
41	Low Floor Tom	58	Vibraslap	75	Claves
42	Closed Hi-Hat	59	Ride Cymbal 2	76	Hi Wood Block
43	High Floor Tom	60	Hi Bongo	77	LowWood Block
44	Pedal Hi-Hat	61	Low Bongo	78	Mute Cuica
45	Low Tom	62	Mute Hi Conga	79	Open Cuica
46	Open Hi-Hat	63	Open Hi Conga	80	Mute Triangle
47	Low-Mid Tom	64	Low Conga	81	Open Triangle
48	Hi-Mid Tom	65	High Timbale		
49	Crash Cymbal 1	66	Low Timbale		
50	High Tom	67	High Agogo		
51	Ride Cymbal 1	68	Low Agogo		

8. Specifications

Connectors: USB(Type B) connector/ MIDI OUT connector/ Sustain pedal interface

Power supply: USB bus power mode

Current consumption: 100 mA or less

Dimensions (W x D x H): 12.6 x 7.6 x 2 inches / 319x193x50mm

Weight: 38.8 oz /1100 g

Included items: USB cable, Owner's manual, 3.5mm TRS MIDI Out to MIDI DIN adaptor

***Specifications and appearance are subject to change without notice.**