



ELECTRONIC DRUM KIT

SKU: LYXEDM800

Sound Module Operations Guide

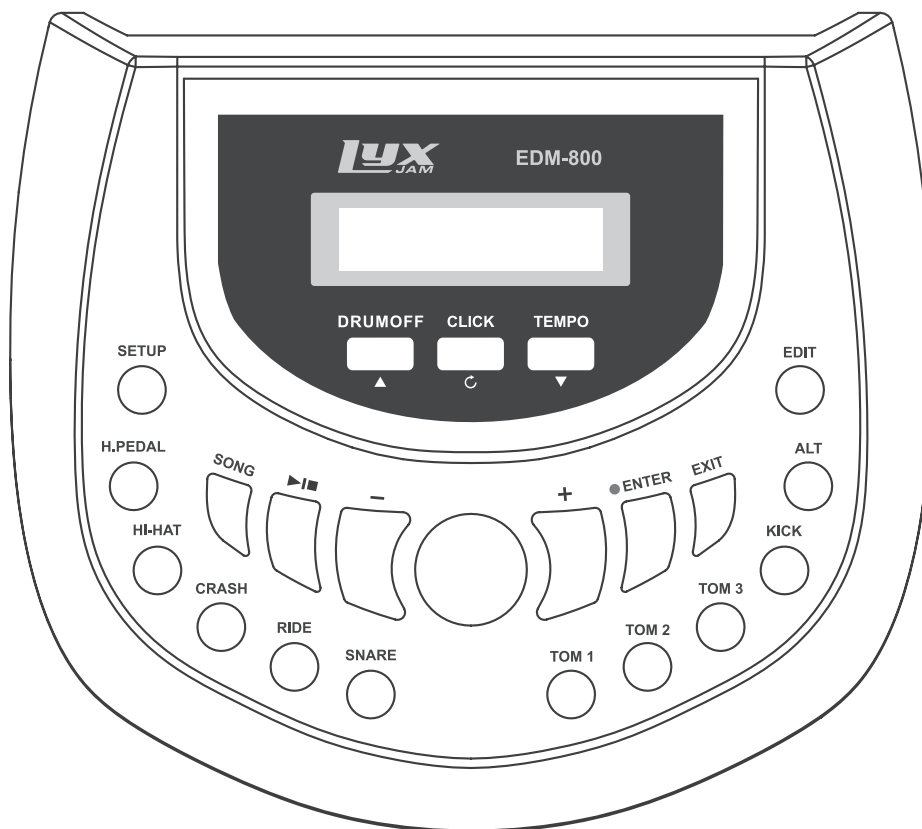


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Thank you for purchasing the LyxJam Electronic Drum Kit. This Sound Module Operations Guide is intended to provide you with guidelines to ensure that operation of this product is safe and does not pose risk to the user. Any use that does not conform to the guidelines described in this guide may void the limited warranty.

Please read all directions before using the product and retain this guide for reference. This product is intended for household use only. It is not intended for commercial use.

This product is covered by a limited one-year warranty. Coverage is subject to limits and exclusions. See warranty for details.

FEATURES

- Drum in a variety of environments: with headphones in your room, or connect to a sound system and play with a band.
- Plug in your computer to customize and trigger your own drum sounds.
- 70 pre-recorded songs for you to play along.
- Tailor drums and cymbals to your personal preferences.
- Rim effects standard on all pads and cymbals for a true drumming experience.

SAFETY PRECAUTIONS

- Please make sure you have thoroughly read and understood these instructions, as improper operations of this appliance could lead to personal injury or property damage.
- Do not make any changes or modifications to the construction of this device. Any unapproved changes or modifications to this unit could void your limited warranty.
- Do not attempt to open the unit or make any changes in the circuits or other parts of the unit. There are no user-serviceable parts inside this unit.

WARNING: When using any kind of electrical products, you should follow basic safety precautions, including but not limited to the following:

- Turn the power switch off when the drum is not in use.
- To avoid damage to the drum and other devices to which it is connected, turn the power switches of all the related devices off before you connect or disconnect the audio cables.
- Turn the power off if the main cable is damaged, or if the instrument gets splattered with liquid.
- Do not switch the unit rapidly on and off, as this places an undue load on the electronic components.
- Unplug the AC power cord during an electrical storm.
- Avoid plugging the AC adapter into the same AC outlet as appliances with high power consumption, like electric heaters or ovens.
- Never apply excessive force to the controls, connectors, pads, or other parts of the instrument.
- Always unplug cables by firmly gripping the plug, not pulling on the cable.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and/or more serious damage.
- Carefully check the amplifier volume control before starting to play. Playing at an excessively high volume can result in permanent hearing loss or damage.
- Do not expose this drum kit to the following conditions, to avoid deformation, discoloration, or more serious damage:
 - Direct sunlight (e.g., near a window)
 - High temperatures (e.g., near a heat source, outside, or in a car during the daytime)
 - Excessive humidity
 - Excessive dust

- Strong vibrations
- This drum contains digital circuitry and could cause interference if placed too close to radio or television receivers. If interference occurs, move the drum further away from the affected equipment.

FCC NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

Also, this equipment has been tested and found to comply with the limits for the following standards:

EN55022-2006

EN55024:1998/+A1:2001/+A2:2003

EN55013:2001/+A1:2003/+A3:2006

EN55020:2007

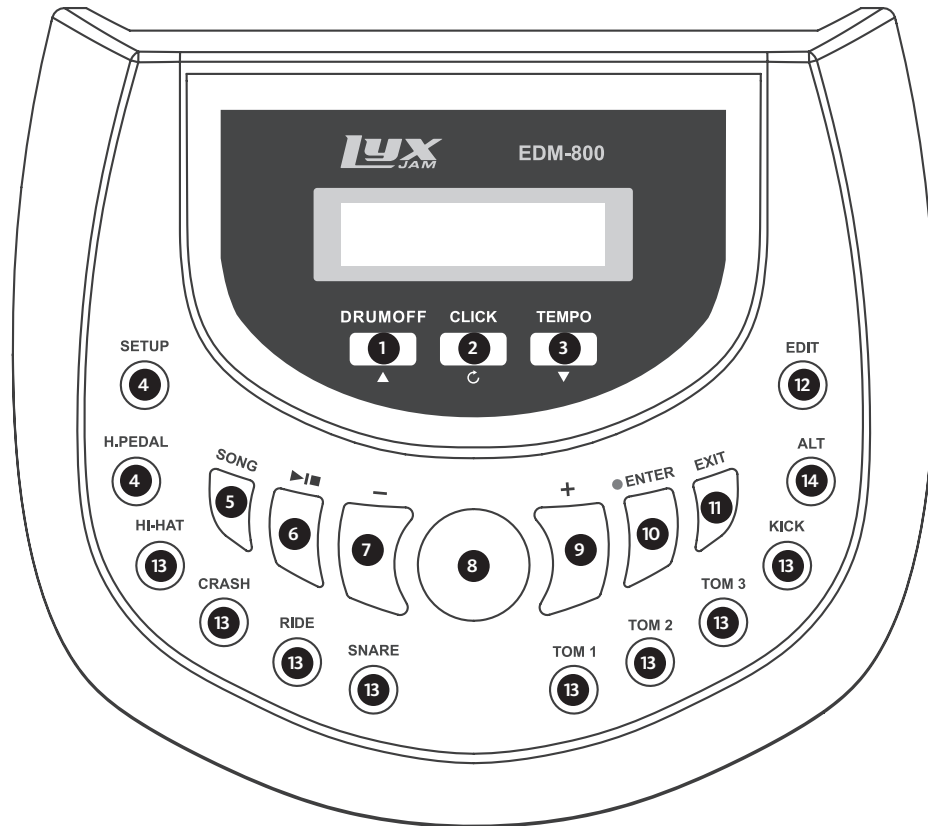
EN61000-3-2:2006

EN61000-3-3:1995/+A1:2001/+A2:2003

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

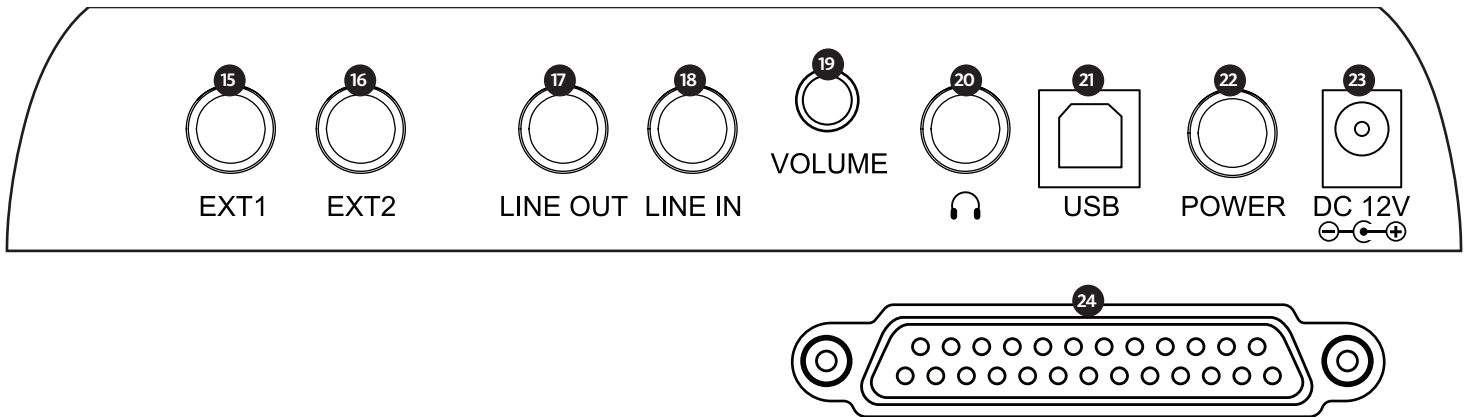
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a different circuit from the circuit to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.


CONTROL PANEL OVERVIEW



1. **DRUMOFF:** Mutes the drum track of the current song.
▲ (UP): Return to the previous option in the menu.
2. **CLICK:** Activates or deactivates the metronome.
↻ (UNDO): Restore the current parameter to its previous status before being modified.
3. **TEMPO:** Press this button, then use the Value Rotary dial or the +/- buttons to change the tempo. Repeatedly tap this button at the tempo you want to activate the Tap Tempo and literally play to the beat of your own drum.
▼ (DOWN): Move to the next option in the menu.
4. **SETUP:** Make changes to system settings, such as BACK VOLUME, PLAY MODE, AUTO-OFF, LOCAL, ADVANCED (SENSITIVITY, HEADROOM, TRIGGER, XTALK, NOTE, RIM VELOCITY, HI-HAT PEDAL, SPLIT POINT, etc.), CLICK, EQ, COMPRESSOR, REVERB, and RESET.
5. **SONG:** Enter song mode to play, practice, or record with songs.
6. ▶■ (PLAY/STOP): Play or stop the current song.
7. — (MINUS): Decrease the value, or switch to the previous kit.
8. **VALUE ROTARY:** Rapidly changes values or kits. Rotate clockwise to increase, counterclockwise to decrease.
9. + (PLUS): Increase the value, or switch to the next kit.
10. **ENTER:** Proceed to the submenu or confirm an operation. If you see [ENTER] on the display, you are able to open a submenu.
•: In KIT or SONG mode, press this button, set your desired tempo and time signature, and the module will start recording. Press PLAY/STOP, ENTER, or EXIT while recording to stop and save (ENTER), or cancel (EXIT) according to the tips displayed on screen.
11. **EXIT:** Return to the root menu or cancel the operation in progress.
12. **EDIT:** Edit the current drum kit, including GROUP, VOICE, VOLUME, PITCH, PAN, FX send, etc.
13. **DRUM BUTTONS:** In the EDIT and SETUP > ADVANCED menus, these buttons will light up according to the drum you're playing. Pressing these buttons also allows you to preview the sounds of each drum. Use ALT to select different triggers on the same drum pad.
14. **ALT:** Select different triggers on the same drum pad in the EDIT and SETUP > ADVANCED menus.

REAR PANEL OVERVIEW



15. **EXT1:** External drum trigger input 1, for use with cymbal-type drum pads.
16. **EXT2:** External drum trigger input 2, for use with non-cymbal-type drum pads.
17. **LINE OUT:** Main analog output of the sound module. Connect your amp or mixer to this jack using a ¼" TRS cable. Use the VOLUME knob to adjust the output level from this jack.
18. **LINE IN:** Analog input socket for the sound module, compatible with ¼" (6.35 mm) TRS cables. To connect to a mobile phone and play music, you'll need a ⅛" to ¼" TRS adapter.
19. **VOLUME:** Controls the output level of the sound module. Turn the knob clockwise to increase the volume level, and counter-clockwise to decrease.
20. **HEADPHONE OUTPUT:** Headphone output of the sound module, compatible with ¼" TRS cables (6.35 mm). Connect your headphones to this jack, and use the VOLUME knob to control the output level. Standard 3.5 mm headphones will require an adapter.
21. **USB:** Connect a standard B-type USB cable to this socket in order to connect the unit for updating firmware, gaming, recording MIDI, and using plug-ins for additional sounds on the computer.
22. **POWER:** Press to power the sound module on and off.
23. **DC 12V** : Power input port. Connect the factory-provided power adapter here.
24. **TRIGGER INPUTS:** The trigger input socket is located at the bottom of the sound module. Connect the 25-pin multi-trigger connector to this socket and lock it using the screws on either side.

BLUETOOTH® SETUP

LyxJam Electronic Drum Kit comes with built-in Bluetooth to connect to your smart device. Here's how:

1. First, turn on the electronic drum.
2. Turn on Bluetooth on your iOS or Android™ device.
3. Go to the Bluetooth list on your smart device, select the device named "LYXDRUM".
4. Enter connection code "1234" and wait for devices to connect.
5. Once connection is established, you can use your smart device to control the volume of the music or sound of your device being played through the electronic drums.

KIT PERFORMANCE DISPLAY



When you power on the sound module, the first interface that appears is the Kit Performance display. From this screen, you can perform the following operations:

Select a Kit

- From the Kit Performance screen, use the Value Rotary dial or +/- buttons to select a kit. The display will show the current kit number and name.
- USER KITS are copies of preset kits by default, and used for storing your edited drum kits without overwriting the factory presets.

Change the Tempo

- Press the TEMPO button, and the tempo value on the display screen will start to blink.
- You can change the tempo once you press the TEMPO button in one of two ways:
 - Use the Value Rotary dial or the +/- buttons to adjust the current tempo.
 - Tap the TEMPO button in time with the tempo you want, and the unit will calculate and set the tempo accordingly.
- To exit, wait several seconds without changing the tempo, or press the EXIT button.

Turn Metronome On/Off

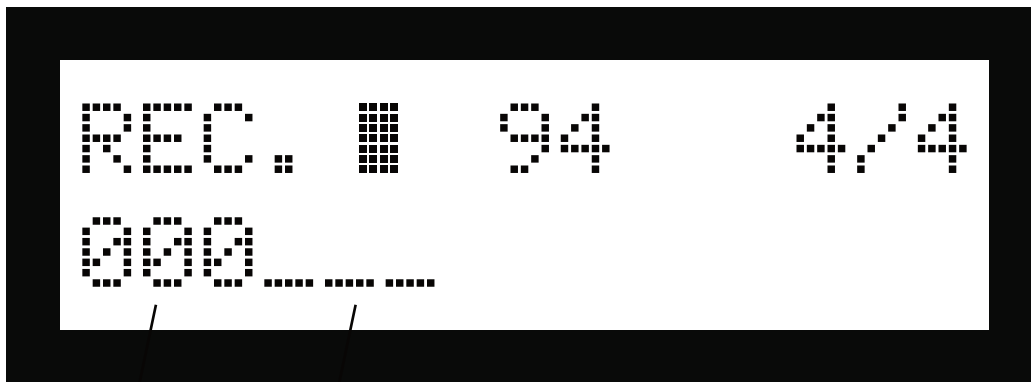
- Press the CLICK button to activate or deactivate the metronome.
- The metronome will play a steady beat at the currently set tempo, allowing you to practice or perform with the beat.
- When the tempo is changed or you play a song, the metronome will adjust its tempo accordingly. In the SETUP > METRONOME menu, you can set the metronome volume, tone, time signature, and other related parameters. Please refer to the section of this manual entitled SYSTEM SETUP (Page 10).

Record

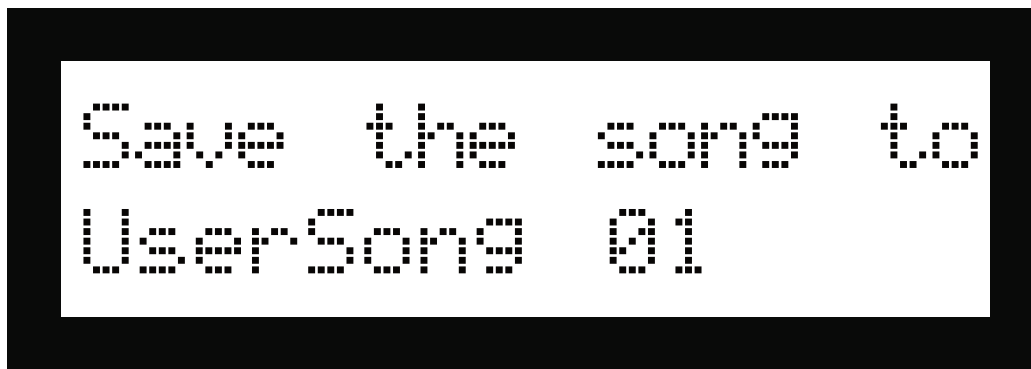
- Select the kit and the song (if any) that you wish to use for the recording, then press the •ENTER button to enter the recording standby mode. The display will switch to the recording standby interface, as shown below:



- Use the ▲/▼ buttons to select and the +/- buttons to set the following parameters:
 - TEMPO: Sets the recording tempo
 - CLICK: Sets whether the metronome is on or off
 - TIME-SIG: Sets the time signature of the recording
- Press the •ENTER or PLAY/STOP buttons to start recording. There will be a measure of countdown beats to count you in.

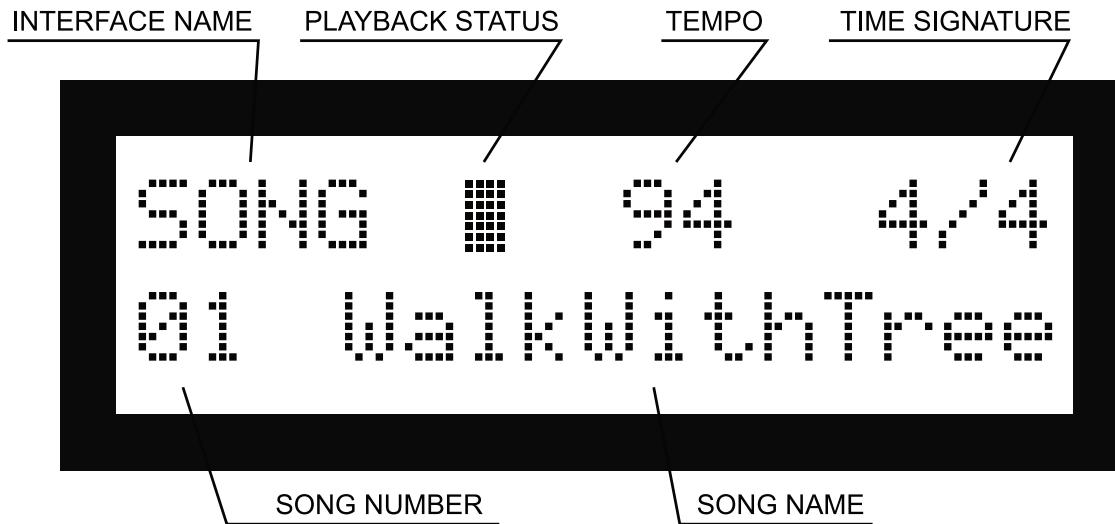


- While you're recording, the above display will appear, showing the bar count and beat count.
- Press the •ENTER, EXIT, or PLAY/STOP buttons to stop recording. The confirmation interface will then appear.



- Use the +/- buttons or the Value Rotary dial to change the save location, then press •ENTER to save it.
- To cancel saving and delete the recording, press EXIT.
- All saved recordings will be stored with the prefix USER SONG. Refer to the SONG PLAYBACK section of this guide on page 8 for how to play user songs.

SONG PLAYBACK



To enter this interface, press the SONG button. From this interface, you can perform the following functions:

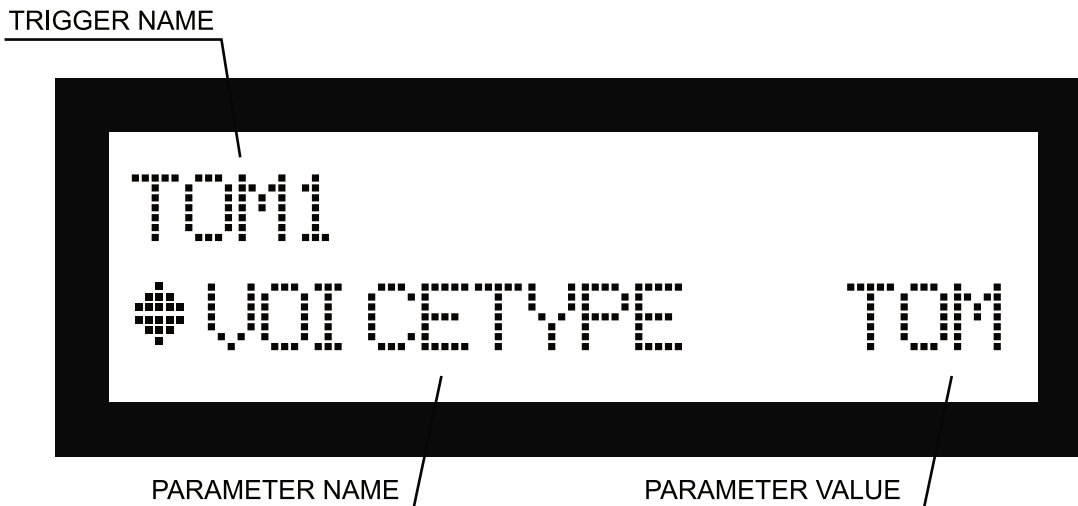
Song Playback

- Use the +/- buttons or the Value Rotary dial to select the song or user song you want to play.
- While switching songs, the default tempo and time signature of each song will be read and applied to the metronome. If you want to reset the metronome to the default tempo of a song, you can switch songs to manage it.
- Press the PLAY/STOP button to play a song or user song. Press the button again to stop.

Record with a Song

- Press the •ENTER button from the song playback interface to start recording along with a song. Its tempo will be adjusted to the displayed value.
- If you want to change the tempo, or turn the metronome on/off, do the following steps BEFORE pressing the •ENTER button:
 - Press CLICK to turn the metronome on/off.
 - Press TEMPO, then use the +/- buttons or the Value Rotary dial while the tempo is blinking to change it.

EDITING A KIT



To enter this interface, press the EDIT button. All parameters in this interface are saved by kit, so they will change as you switch between kits.

- Use the drumsticks or your hand to tap the part of the drum kit (or the "trigger") you want to edit, or use the Drum

Buttons to select the part that way. The name of the trigger will appear in the top left corner of the display.

- Press the Drum Buttons to preview the sounds.
- Use the ▲/▼ buttons to select a parameter.
- Use the Value Rotary dial or the +/- buttons to change the value.
- Press the UNDO button to restore a selected parameter to its previous status before being modified.
- Press the EXIT button to leave the Kit Editing interface. A confirmation dialogue will appear. From this dialogue, you can:
 - Confirm saving the kit edits: Use the Value Rotary dial or the +/- buttons to select the target kit, and press ENTER to save your kit to that location. (The previous kit will be overwritten.)
 - Cancel saving: Press the EXIT button to cancel the save process.

While editing kits, you can adjust the following parameters for each trigger on the drum set:

GROUP: Adjusts categories of sounds as follows:

KICK	Bass drum
SNARE	Snare head, rim, and cross-stick
TOM	Tom head and rim
RIDE	Ride bow, bell, and edge
CRASH	Crash bow and edge
HIHAT	Hi-hat open, closed, half-open, pedal, splash
PERC	Other percussion and sound fx
LOOP	Melody phrase
---	No sound

For example, if you don't need a Pedal Splash sound, you can set it to "---" when the Pedal Splash option is selected.

LOOP: Instruments are normally looped in melodic phrases of four (4) bars. The loop can be played automatically when assigned to any trigger, and all loops are synchronized with each other.

VOICE: This is the name of the sound. Each GROUP may contain many VOICES. The top right corner of the display will show you the number of the current voice assigned to the trigger.

VOLUME: Allows you to adjust the output level. The higher the value, the louder the volume.

PITCH: Allows you adjust the pitch by semitones. The value number indicates the offset from the default pitch.

PAN: Allows you to adjust the direction of the sound in relation to the speakers/headphones. A negative value indicates further to the left, whereas a positive value indicates further to the right. The default value is based on the suggested position.

FX SEND: Decides how much the sound is affected by the effects on the current trigger.

SYSTEM SETUP



Press the SETUP button to enter the System Setup interface. These parameters are global settings, and when you adjust them, they affect the entire sound module, and will not change even when you switch kits.

- Use the ▲/▼ buttons to select a parameter.
- Use the Value Rotary dial or the +/- buttons to change values.
- Press the UNDO button to restore a selected parameter back to its prior value before being modified.
- Some parameters will have accessible submenus with further options. When this is the case, you will see [ENTER] in the bottom left corner of the display. Press the ENTER button to access the submenu and read further options.
- Press any of the drum pads to open the ADVANCED settings menu.
- Press EXIT to leave the System Setup interface. A confirmation dialogue will be shown. From here you can:
 - CONFIRM: Use the +/- buttons or the Value Rotary dial to select an option. Your selected option will blink. Select the YES option and press •ENTER; your settings will be saved, and you will exit the menu.
 - CANCEL: Use the +/- buttons or the Value Rotary dial to select the NO option and press •ENTER. To cancel and quit the menu, press EXIT.

SYSTEM SETUP OPTIONS

BACK VOLUME: Controls the output level of songs. The higher the number, the louder the volume will be.

PLAYMODE: Adjusts the play mode for songs:

- **PlayAll:** all songs will be played once.
- **PlayOne:** a single song will be played once.
- **LoopOne:** a single song will play on repeat.
- **LoopAll:** all songs will be played in a continuous loop.

AUTO OFF: Adjusts the amount of time in minutes before the sound module automatically shuts down. If you don't do anything on the module and don't play the drum pads for this duration of time, the module will shut itself down to save power.

LOCAL: Allows you to determine whether sound comes out of the sound module or not.

- **ON:** The module makes sound as normal.
- **OFF:** The module makes no sound, but will transmit MIDI data as usual. In some circumstances, such as when connected to certain plugins on the computer, the latency will be reduced.

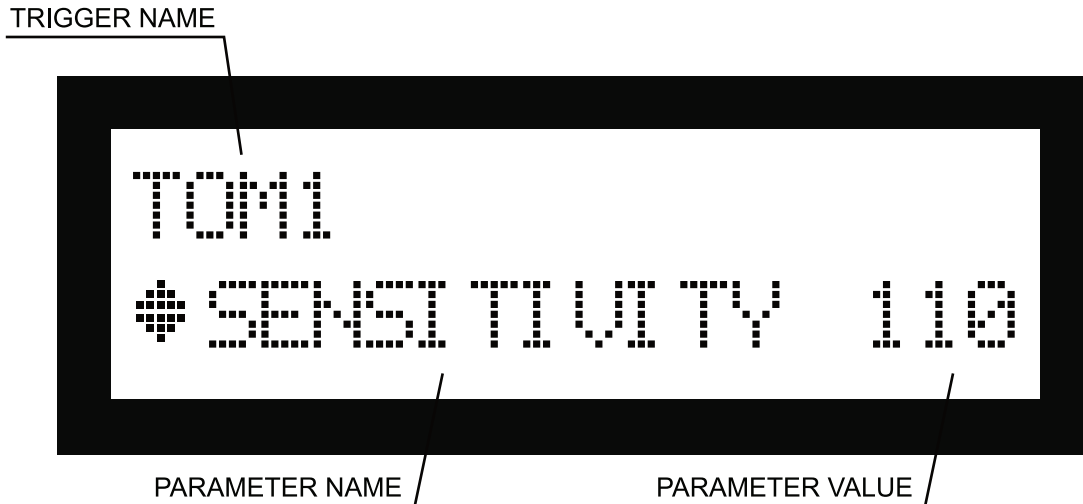
ADVANCED SYSTEM SETUP

ADVANCED: Press the •ENTER button to enter the ADVANCED physical settings for the drum pads. Certain

parameters are visible only when specific triggers are selected, such as rim- or pedal-related parameters.

NOTE: for the dual-trigger mesh pads, parameters for the head and rim can be set separately. For other pads, the head and rim parameters share the same value.

Use your hand or the drumstick to tap the part you want to edit, or use the Drum Buttons to select a part on the drum pad. You can use ALT to select a different part on the drum pad if needed. The trigger name will be displayed in the top left corner as shown below.



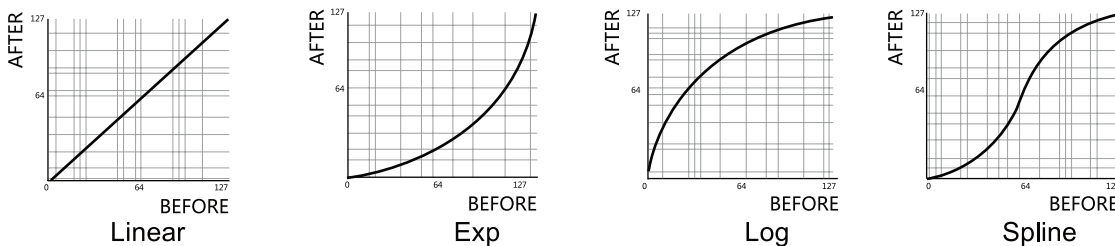
SENSITIVITY: Sets the sensitivity of the selected part. A higher value indicates increased sensitivity, but this can also create an issue of crosstalk and/or double-triggering.

HEADROOM: Sets the headroom of the selected part. The lower the value, the easier it becomes to play that part loudly.

PEAK DECAY: Sets the signal decay of the selected part. The higher the value, the less chance of skipping notes when playing quickly, but also the easier it becomes to unintentionally double trigger.

SENSETIME: Sets the minimum time gate between double-triggering. Increase this parameter to prevent multiple triggers in a short amount of time.

TRIGGER: Sets the velocity curve of the selected part. The available velocity curves, shown below, include Linear, Exp 1 & 2, Log 1 & 2, and Spline. In the following diagrams, the X-axis corresponds to the velocity at which you play, and the Y-axis corresponds to the velocity after processing. The Log-type curve makes it easier to reach a high velocity, while the Exp-type curve makes it harder.



XTALK: Hit a single drum pad repeatedly until you can't hear any sound from the other pads, or you see OK displayed on the screen of the sound module. This process helps to calibrate the crosstalk settings to eliminate any crosstalk automatically.

NOTE SEND: Change the MIDI note of each part. If the MIDI note output is not matching your setup in any external software, this is the setting option that allows you adjust that.

The following parameters are only available when Rim or Edge are selected:

RIM VELOCITY: The velocity correction value for the rim of the pad. When set to a positive value, the velocity output will be increased; at a negative value, it will be decreased.

RIM MODIFIER: Sets the rim judgment correction value to ensure that the rim sound effects are triggered

appropriately. If the head of the pad is being triggered while playing the rim, turn this value up to address the issue. If the rim is being triggered while playing the head, turn this value down.

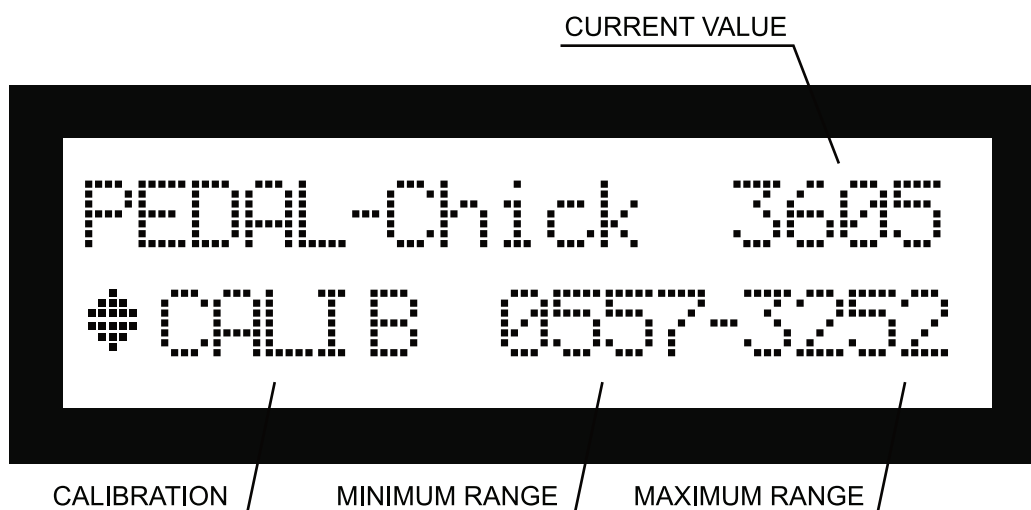
SPLIT POINT: Sets the velocity split point of the snare rim. Below this value, the cross stick will be triggered, and above this value, a rimshot will be triggered.

The following parameters are only available when PEDAL-Chick or PEDAL-Splash are selected:

CALIB: Calibrates the pedal range of the hi-hat. The top right corner of the display will show the current reading of the pedal. Follow these steps to calibrate:

- Press down the hi-hat pedal to its proper position, without pressing the pedal all the way down into the floor, then press the •ENTER button. The current value will be saved as the minimum range.
- Release the hi-hat pedal, then press the •ENTER button. The current value will be saved as the maximum range.
- Press the EXIT button to exit the menu.

Make sure to recalibrate the hi-hat pedal when different users play on the drum set to account for varying play styles.



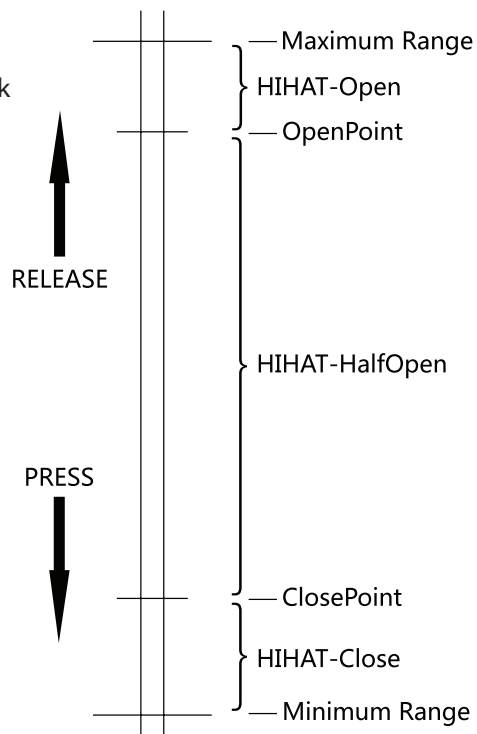
CHICK TIME: Set the mask time after the pedal is pressed down. This setting can be used to avoid unwanted triggering of the hi-hat cymbal when the pedal is pressed down.

SPLASH TIME: Adjust the level of difficulty for triggering the Pedal Splash. The lower the value, the easier it is to trigger the Pedal Splash (foot splash).

PEDAL VEL: Adjust the correction value of the velocity when pressing down on the pedal. Increase this value to make the pedal triggering for Pedal Chick and Pedal Splash louder.

OPEN POINT: Controls the point where HIHAT-Open is triggered. The value displayed is the percentage of the position in the entire pedal range that will be considered as OPEN. The higher the value is, the closer it is to the position where the pedal is released, meaning a smaller range for an open hi-hat. Refer to the diagram for further information.

CLOSE POINT: Controls the point where HIHAT-Closed is triggered. The value displayed is the percentage of the position in the entire pedal range that will be considered as CLOSED. The lower the value is, the closer it is to the position where the pedal is pressed to the floor. This creates a smaller range for the closed hi-hat sound to be triggered. The range between the open and close points is when the hi-hat will trigger a HalfOpen sound. If you want to increase the range of the HalfOpen trigger, you'll need to raise the OPEN POINT value and lower the CLOSE POINT value.



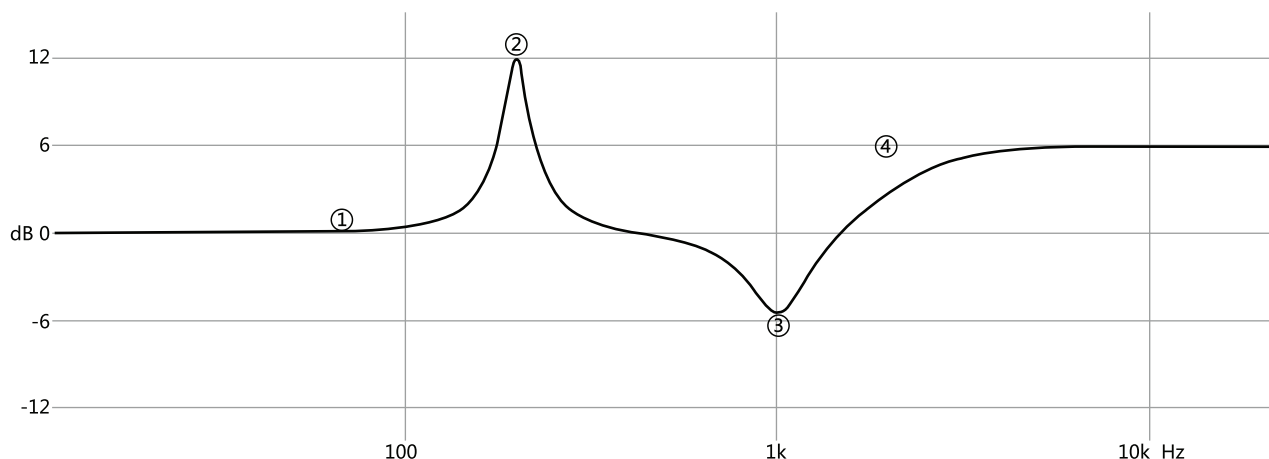
CLICK: Press the •ENTER button to see the detailed settings for the metronome. The following parameters are included:

- **CLICK:** Activate or deactivate metronome
 - ON: metronome is on
 - OFF: metronome is off
- **VOICE:** Adjust the sound of the metronome
 - Claves: metronome makes a claves sound
 - Beep: metronome beeps
 - Bell: metronome makes a bell sound
 - Cowbell: metronome makes a cowbell sound
- **TIME-SIG:** Adjusts the metronome time signature
- **TEMPO:** Adjusts the metronome tempo
- **VOLUME:** Adjusts metronome volume. Higher numbers correspond to a louder volume.

EQ: Press the •ENTER button to enter the equalizer setup interface and adjust the following parameters:

- **LOW FRQ:** Sets the frequency of the Low Frequency filter, measured in Hertz (Hz). The frequency curve for LOW FRQ is shelf-shaped.
- **LOW GAIN:** Adjust the amount of boost or reduction for the Low Frequency filter. If this parameter is set at 0, it indicates no boost or reduction.
- **LOWMID FRQ:** Sets the frequency of the Low-Mid Frequency filter, measured in Hertz (Hz). The frequency curve for LOWMID FRQ is bell-shaped.
- **LOWMID GAIN:** Adjust amount of boost or reduction for the Low-Mid Frequency filter. If this parameter is set at 0, it indicates no boost or reduction.
- **HIMID FRQ:** Sets the frequency of the High-Mid Frequency filter, measured in Hertz (Hz). The frequency curve for HIMID FRQ is bell-shaped.
- **HIMID GAIN:** Adjust the amount of boost or reduction for the High-Mid Frequency filter. If this parameter is set at 0, it indicates no boost or reduction.
- **HIGH FRQ:** Sets the frequency of the High Frequency filter, measured in Hertz (Hz). The frequency curve for HIGH FRQ is shelf-shaped.
- **HIGH GAIN:** Adjust the amount of boost or reduction for the High Frequency filter. If this parameter is set at 0, it indicates no boost or reduction.

The diagram below indicates the difference between shelf-shaped and bell-shaped filters. The X-axis shows the frequency, and the Y-axis shows gain.

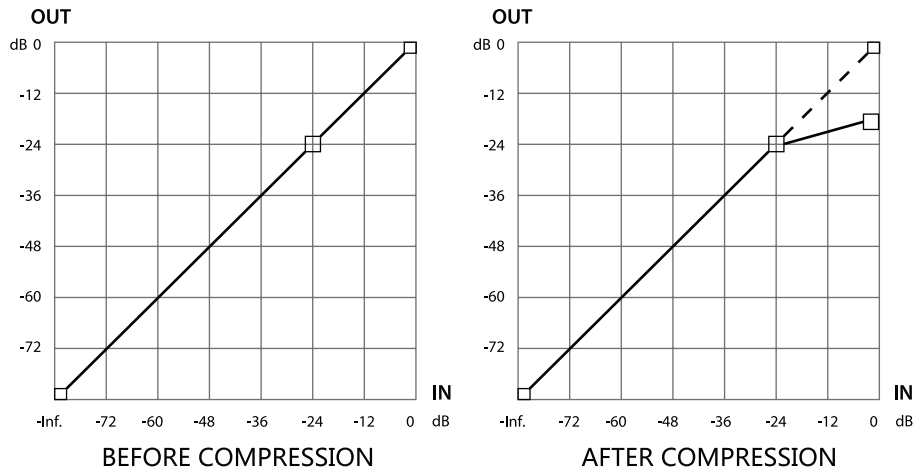


COMPRESS: Press the •ENTER button to enter the compressor setup interface and adjust the following parameters:

- **RATIO:** The amount of compression applied to the audio once it passes the threshold level. At higher ratios, the louder parts of recorded audio will be increasingly compressed. When RATIO is set to 0, the compressor takes no effect.

- **THRESHOLD:** The level above which compression is applied to the audio.
- **ATTACK TIME:** Adjust how soon the compressor starts compressing the dynamics after the threshold is reached. Short attack times will result in a more rapid response to sudden, loud sounds, but will also make changes in volume significantly more pronounced to listeners.
- **RELEASE TIME:** Adjust how soon the compressor starts to release the volume level back to normal after the level drops below the threshold. A longer time value may tend to lose quieter sounds that come after loud sounds, but will also avoid the volume being raised too far in quiet circumstances.
- **BOOST:** Amplifies the audio after compression to a peak level of 0 dB. This might help make the sound louder after compression is applied.

The diagram below shows the difference before and after compression is applied with a THRESHOLD setting of -24 dB:



REVERB: Press the •ENTER button to enter the reverb setup interface and adjust the following parameters:

- **FX TYPE:** Select the type of reverb effect from the six options available
 - Room1
 - Room2
 - Room3
 - Hall1
 - Hall2
 - Plate
- **FX LEVEL:** Adjust the intensity of the reverb effect. If you don't wish to add any reverb, set this level to 0.
- **FX TIME:** Adjust the duration of the reverb effect.

RESET: Restore settings to their factory defaults.

- Use the Value Rotary dial or the +/- buttons to select which setting you want to restore to its default values.
- Press the •ENTER button to reset.
 - **KITS:** Restores all parameters in the EDIT menu to their factory default values.
 - **SETUP:** Restores all parameters in the SETUP menu to their factory default values, including XTALK.
 - **XTALK:** Restores all XTALK values to 0. Only adjusts XTALK values.
 - **SONGS:** Restores all USER SONGs to factory defaults and deletes all recordings. Don't do this unless you're prepared to lose all the songs. You cannot get them back when it's done.
 - **ALL:** Restores the module to all factory default settings, including all parameters above.

SONG AND TONE LIST

KIT TONES

01	Studio
02	Jazz
03	Rock
04	Metal
05	90's
06	Latin
07	Fiesta
08	Jungle
09	Percussion
10	Session
11	Chiptune
12	Trance
13	Loop
14	Trap
15	Techno
16	Dubstep
17	Brush
18	Pop
19	Vintage
20	Jazz2

PLAYALONG SONG LIST

01	WalkWith-Tree	21	MelodicDeath
02	Soul	22	SambaDance
03	Latin	23	RockBlues
04	Moskau	24	Fly
05	Heart	25	Bossa
06	Fable	26	Tango
07	theStorm	27	Dancing
08	Beowulf	28	CryintheRain
09	Forever	29	NightTrain
10	Acid	30	Arriba
11	Arcane	31	Batteries
12	toBeLoved	32	Revealite
13	Rain	33	Breathe
14	PopAges	34	BlueEyes
15	ChaCha	35	HeyMan
16	Life	36	Firerain
17	Home	37	NyanCats
18	Latina	38	Supreme
19	Reality	39	Bartender
20	SoftAmour	40	Celebration

KICK TONES

01	Rock	22	Trance 02
02	Jazz	23	Trance 03
03	Indie 01	24	Trance 04
04	Indie 02	25	Trance 05
05	Metal	26	Trap 01
06	Funk 01	27	Trap 02
07	Funk 02	28	Trap 03
08	8Bit 01	29	Trap 04
09	8Bit 02	30	Trap 05
10	House 01	31	Pop 01
11	House 02	32	Pop 02
12	House 03	33	Pop 03
13	RnB 01	34	Pop 04
14	RnB 02	35	Jungle
15	RnB 03	36	Latin
16	RnB 04	37	Session
17	Techno 01	38	Vintage
18	Techno 02	39	Jungle 01
19	Techno 03	40	Jungle 02
20	Techno 04	41	Fiesta
21	Trance 01	42	RockBright

SNARE TONES

01	Rock	16	Metal X	31	RnB 02	46	Trap 01	61	Brush R	76	FiestaX 01
02	Rock R	17	Funk 01	32	RnB 03	47	Trap 02	62	Brush X	77	Fiesta 02
03	Rock X	18	Funk R 01	33	RnB04	48	Trap 03	63	Latin	78	FiestaR 02
04	Jazz 01	19	Funk X 01	34	RnB R 01	49	Trap 04	64	Latin R 01	79	FiestaR 03
05	Jazz R 01	20	Funk 02	35	RnB R 02	50	Trap 05	65	Latin R 02	80	Jungle 02
06	Jazz X	21	Funk R 02	36	RnB X 01	51	Trap 06	66	Session	81	JungleR 02
07	Jazz 02	22	Funk X 02	37	RnB X 02	52	Trap 07	67	Session R	82	POPV
08	Jazz R 02	23	8Bit 01	38	Techno 01	53	Trap 08	68	Session X	83	POPV R
09	Indie 01	24	8Bit 02	39	Techno 02	54	Trap 09	69	Vintage	84	POPV X
10	Indie R 01	25	House 01	40	TechnoC 01	55	Trap 10	70	Vintage R		
11	Indie X	26	House 02	41	TechnoC 02	56	Trap 11	71	Vintage X		
12	Indie 02	27	House 03	42	Trance 01	57	Pop	72	Jungle		
13	Indie R 02	28	House 04	43	Trance 02	58	Pop R	73	Jungle R		
14	Metal	29	House 05	44	Trance 03	59	Pop X	74	Fiesta 01		
15	Metal R	30	RnB 01	45	Trance 04	60	Brush	75	FiestaR 01		

TOM TONES

01	Rock1	43	House3 02	85	Latin3
02	Rock1 R	44	House4 02	86	Latin4
03	Rock2	45	House1 03	87	Session1
04	Rock2 R	46	House2 03	88	Session2
05	Rock3	47	House3 03	89	Session3
06	Rock3 R	48	House4 03	90	Session4
07	Rock4	49	RnB1	91	Vintage1
08	Rock4 R	50	RnB2	92	Vintage1 R
09	Jazz1	51	RnB3	93	Vintage2
10	Jazz1 R	52	RnB4	94	Vintage2 R
11	Jazz2	53	Techno1	95	Vintage3
12	Jazz2 R	54	Techno2	96	Vintage3 R
13	Jazz3	55	Techno3	97	Vintage4
14	Jazz3 R	56	Techno4	98	Vintage4 R
15	Jazz4	57	Trance1 01	99	Jungle1
16	Jazz4 R	58	Trance2 01	100	Jungle1 R
17	Indie1	59	Trance3 01	101	Jungle2
18	Indie2	60	Trance4 01	102	Jungle2 R
19	Indie3	61	Trance1 02	103	Jungle3
20	Indie4	62	Trance2 02	104	Jungle3 R
21	Metal1	63	Trance3 02	105	Jungle4
22	Metal2	64	Trance4 02	106	Jungle4 R
23	Metal3	65	Trap1 01	107	Fiesta1
24	Metal4	66	Trap2 01	108	Fiesta1 R
25	Conga1	67	Trap3 01	109	Fiesta2
26	Conga2	68	Trap1 02	110	Fiesta2 R
27	Conga3	69	Trap2 02	111	Fiesta3
28	Conga4	70	Trap3 02	112	Fiesta3 R
29	Conga5	71	Pop1	113	Fiesta4
30	Conga6	72	Pop1 R	114	Fiesta4 R
31	Timbale1	73	Pop2	115	SoliJP1
32	Timbale2	74	Pop2 R	116	SoliJP1 R
33	8Bit1	75	Pop3	117	SoliJP2
34	8Bit2	76	Pop3 R	118	SoliJP2 R
35	8Bit3	77	Pop4	119	SoliJP3
36	8Bit4	78	Pop4 R	120	SoliJP3 R
37	House1 01	79	Brush1		
38	House2 01	80	Brush2		
39	House3 01	81	Brush3		
40	House4 01	82	Brush4		
41	House1 02	83	Latin1		
42	House2 02	84	Latin2		

RIDE TONES

01	Rock	21	Techno 01
02	Rock B	22	Techno 02
03	Rock E	23	Trance
04	Jazz	24	Pop
05	Jazz B	25	Pop B
06	Jazz E	26	Brush
07	Indie	27	Brush B
08	Indie B	28	Brush E
09	Indie E	29	Session
10	Funk 02	30	Vintage
11	Funk B 02	31	Vintage B
12	Funk E 02	32	Jungle
13	Funk 01	33	Jungle B
14	Funk B 01	34	Fiesta
15	Funk E 01	35	Fiesta B
16	8Bit	36	Fiesta E
17	House 01	37	Pst2T
18	House 02	38	Pst2T B
19	House 03	39	Pst2T E
20	RnB	40	Rivert E

CRASH TONES

01	Rock1	21	House 01
02	Rock1 E	22	House 02
03	Rock2	23	House 03
04	Rock2 E	24	House 04
05	RockChina	25	Trance1
06	RockSplash	26	Trance2
07	Jazz1	27	Trap1 01
08	Jazz1 E 01	28	Trap2 01
09	Jazz2	29	Pop1
10	Jazz2 E	30	Pop2
11	JazzSp 01	31	Session1
12	JazzSp 02	32	Session2
13	Indie1 01	33	Vintage1
14	Indie2 01	34	Vintage2
15	Indie1 02	35	Jungle1
16	Indie2 02	36	Jungle2
17	Funk1	37	Fiesta1
18	Funk2	38	Fiesta2
19	8Bit1	39	Crash18
20	8Bit2	40	Crash18 E

HI-HAT TONES

01	Rock O	43	TranceC 02
02	Rock C	44	Trap O 01
03	Rock P	45	Trap C 01
04	Rock Hf	46	Trap O 02
05	Rock Sp	47	Trap C 02
06	Jazz O 01	48	Trap O 03
07	Jazz C 01	49	Trap C 03
08	Jazz P 01	50	Pop O
09	Jazz O 02	51	Pop C
10	Jazz C 02	52	Pop P
11	Jazz P 02	53	Pop Hf
12	Indie O 02	54	Pop Sp
13	Indie C 02	55	Brush O
14	Indie P 02	56	Brush C
15	Metal O	57	Brush P
16	Metal C	58	Brush Hf
17	Metal P	59	Brush Sp
18	Funk O 01	60	Session O
19	Funk C 01	61	Session C
20	Funk P 01	62	Session P
21	Funk O 02	63	Session Sp
22	Funk C 02	64	Vintage O
23	Funk P 02	65	Vintage C
24	8Bit O	66	Vintage P
25	8Bit C	67	Vintage Hf
26	House O 01	68	Vintage Sp
27	House C 01	69	Jungle O
28	House O 02	70	Jungle C
29	House C 02	71	Jungle P
30	House O 03	72	Jungle Hf
31	House C 03	73	Jungle Sp
32	RnB O 01	74	Fiesta O
33	RnB C 01	75	Fiesta C
34	RnB O 02	76	Fiesta P
35	RnB C 02	77	Fiesta Hf
36	TechnoO 01	78	Fiesta Sp
37	TechnoC 01	79	CDHH O
38	TechnoO 02	80	CDHH C
39	TechnoC 02	81	CDHH P
40	TranceO 01	82	CDHH Hf
41	TranceC 01	83	CDHH Sp
42	TranceO 02		

PERCUSSION TONES

01	Cowbell	21	ECowbell
02	FunkPerc01	22	DubFX01
03	FunkPerc02	23	DubFX02
04	8BitFX01	24	DubFX03
05	8BitFX02	25	DubFX04
06	8BitFX03	26	DubFX05
07	HouseFX01	27	Agogo01
08	HouseFX02	28	Agogo02
09	HouseFX03	29	ShakerShrt
10	HouseFX04	30	ShakerLong
11	HouseFX05	31	Bg
12	HouseFX06	32	Cai
13	TranceFX01	33	Cang
14	TranceFX02	34	Gong
15	TranceFX03	35	Guban
16	TranceFX04	36	Tanggu1
17	TranceFX05	37	Tanggu2
18	TrapFX01	38	Tanggu3
19	TrapFX02	39	Tanggu4
20	EShaker	40	Tanggu5

CARE AND MAINTENANCE

This drum kit will need to be serviced by an authorized serviceperson when or if the following conditions occur:

- The power supply cord or plug has been damaged
- Liquid has been splattered into the unit or it has been exposed to rain
- The instrument is not operating normally, or exhibits a marked change in performance
- The instrument has been dropped or the cabinet has been damaged

To clean the drum kit and sound module:

- Clean both parts with a dry or lightly damp soft cloth
- Do not use paint thinner or petrochemical-based polishes

SPECIFICATIONS

- Voices: 448
- Polyphony: 81
- Drum Kits: 20 Preset Kits, and 20 slots for User Kits
- Song: 40 Songs, Drum Mute
- Sound Effects: Reverb, Compressor, Equalizer with Professional DSP Processor
- Equalizer: 4-Band
- Metronome Settings: On/Off, Tempo, Volume, Time Signature, TapTempo
- Setup Menu: Back Volume, Play Mode, Auto PowerOff, Local, Advanced (Sensitivity, Headroom, Peak Decay, Sense Time, Trigger Curve, Auto Crosstalk, MIDI Note Send, Rim Velocity, Pedal, Snare Rim Split Point), Compressor, Equalizer, Reset
- Pad Edit Options: Voice, Volume, Pan, Pitch, FX Send
- Recordings: 15 Songs
- Display: Backlit LCD, Dual-Row, 16 characters per row
- Power: 12 V DC
- Auxiliary Sockets: Headphones (6.35 mm), Line In, Line Out, USB, Power, External Triggers (2), 25-Pin Trigger Connection Socket
- Connectivity: Bluetooth

LIMITED WARRANTY TO ORIGINAL CONSUMER

This LyxJam Electronic Drum Kit ("Product"), including any accessories included in the original packaging, as supplied and distributed new by an authorized retailer is warranted by C&A Marketing, Inc. (the "Company") to the original consumer purchaser only, against certain defects in material and workmanship ("Warranty") as follows:

To receive Warranty service, the original consumer purchaser must contact the Company or its authorized service provider for problem determination and service procedures. Proof of purchase in the form of a bill of sale or receipted invoice, evidencing that the Product is within the applicable Warranty period(s), MUST be presented to the Company or its authorized service provider in order to obtain the requested service.

Service options, parts availability, and response times may vary and may change at any time. In accordance with applicable law, the Company may require that you furnish additional documents and/or comply with registration requirements before receiving warranty service. Please contact our customer service for details on obtaining warranty service:

Email: info@lyxpro.com

Phone: 1-866-849-3049

Shipping expenses to the Company's Return Facility are not covered by this warranty, and must be paid by the consumer. The consumer likewise bears all risk of loss or further damage to the Product until delivery to said facility.

EXCLUSIONS AND LIMITATIONS

The Company warrants the Product against defects in materials and workmanship under normal use for a period of ONE (1) YEAR from the date of retail purchase by the original end-user purchaser ("Warranty Period"). If a hardware defect arises and a valid claim is received within the Warranty Period, the Company, at its sole option and to the extent permitted by law, will either (1) repair the Product defect at no charge, using new or refurbished replacement parts, (2) exchange the Product with a Product that is new or which has been manufactured from new or serviceable used parts and is at least functionally equivalent to the original device, or (3) refund the purchase price of the Product.

A replacement Product or part thereof shall enjoy the warranty of the original Product for the remainder of the Warranty Period, or ninety (90) days from the date of replacement or repair, whichever provides you longer protection. When a Product or part is exchanged, any replacement item becomes your property, while the replaced item becomes the Company's property. Refunds can only be given if the original Product is returned.

This Warranty does not apply to:

- (a) Any non-LyxJam Electronic Drum Kit product, hardware or software, even if packaged or sold with the Product;
- (b) Damage caused by use with non-LyxJam Electronic Drum Kit products;
- (c) Damage caused by accident, abuse, misuse, flood, fire, earthquake, or other external causes;
- (d) Damage caused by operating the Product outside the permitted or intended uses described by the Company;
- (e) Damage caused by third party services;
- (f) A Product or part that has been modified to alter functionality or capability without the written permission of the Company;
- (g) Consumable parts, such as batteries, fuses, and bulbs;
- (h) Cosmetic damage; or
- (i) If any LyxJam Electronic Drum Kit serial number has been removed or defaced.

This Warranty is valid only in the country where the consumer purchased the Product, and only applies to Products purchased and serviced in that country.

The Company does not warrant that the operation of the Product will be uninterrupted or error-free. The Company is not responsible for damage arising from your failure to follow instructions relating to its use.

NOTWITHSTANDING ANYTHING TO THE CONTRARY AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE COMPANY PROVIDES THE PRODUCT "AS-IS" AND "AS-AVAILABLE" FOR YOUR CONVENIENCE AND THE COMPANY AND ITS LICENSORS AND SUPPLIERS EXPRESSLY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESSED, IMPLIED, OR STATUTORY, INCLUDING THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, QUIET ENJOYMENT, ACCURACY, AND NON-INFRINGEMENT OF THIRD-PARTY RIGHTS. THE COMPANY DOES NOT GUARANTEE ANY SPECIFIC RESULTS FROM THE USE OF THE PRODUCT, OR THAT THE COMPANY WILL CONTINUE TO OFFER OR MAKE AVAILABLE THE PRODUCT FOR ANY PARTICULAR LENGTH OF TIME. THE COMPANY FURTHER DISCLAIMS ALL WARRANTIES AFTER THE EXPRESS WARRANTY PERIOD STATED ABOVE.

YOU USE THE PRODUCT AT YOUR OWN DISCRETION AND RISK. YOU WILL BE SOLELY RESPONSIBLE FOR (AND THE COMPANY DISCLAIMS) ANY AND ALL LOSS, LIABILITY, OR DAMAGES RESULTING FROM YOUR USE OF THE PRODUCT.

NO ADVICE OR INFORMATION, WHETHER ORAL OR WRITTEN, OBTAINED BY YOU FROM THE COMPANY OR THROUGH ITS AUTHORIZED SERVICE PROVIDERS SHALL CREATE ANY WARRANTY.

IN NO EVENT WILL THE COMPANY'S TOTAL CUMULATIVE LIABILITY ARISING FROM OR RELATED TO THE PRODUCT, WHETHER IN CONTRACT OR TORT OR OTHERWISE EXCEED THE FEES ACTUALLY PAID BY YOU TO THE COMPANY OR ANY OF ITS AUTHORIZED RESELLERS FOR THE PRODUCT AT ISSUE IN THE LAST YEAR FROM YOUR PURCHASE. THIS LIMITATION IS CUMULATIVE AND WILL NOT BE INCREASED BY THE EXISTENCE OF MORE THAN ONE INCIDENT OR CLAIM. THE COMPANY DISCLAIMS ALL LIABILITY OF ANY KIND OF ITS LICENSORS AND SUPPLIERS. IN NO EVENT WILL THE COMPANY OR ITS LICENSORS, MANUFACTURERS, AND SUPPLIERS BE LIABLE FOR ANY INCIDENTAL, DIRECT, INDIRECT, SPECIAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES (SUCH AS, BUT NOT LIMITED TO, DAMAGES FOR LOSS OF PROFITS, BUSINESS, SAVINGS, DATA, OR RECORDS) CAUSED BY THE USE, MISUSE, OR INABILITY TO USE THE PRODUCT.

Nothing in these terms shall attempt to exclude liability that cannot be excluded under applicable law. Some countries, states, or provinces do not allow the exclusion or limitation of incidental or consequential damages or allow limitations on warranties, so certain limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights that vary from state to state or province to province. Contact your authorized retailer to determine if another warranty applies.

QUESTIONS OR CONCERNS? WE WANT TO HEAR FROM YOU!

info@lyxpro.com

1-866-849-3049

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