ALESIS

DRUMS

STRIKE

PERFORMANCE DRUM MODULE

User Guide

English

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Introduction

Thank you for purchasing the Strike Performance Drum Module. At Alesis, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be.

Box Contents

Strike Performance Drum Module

8 GB SDHC Card (in module's SD card slot)

Power Adapter

Quickstart Guide

Safety & Warranty Manual

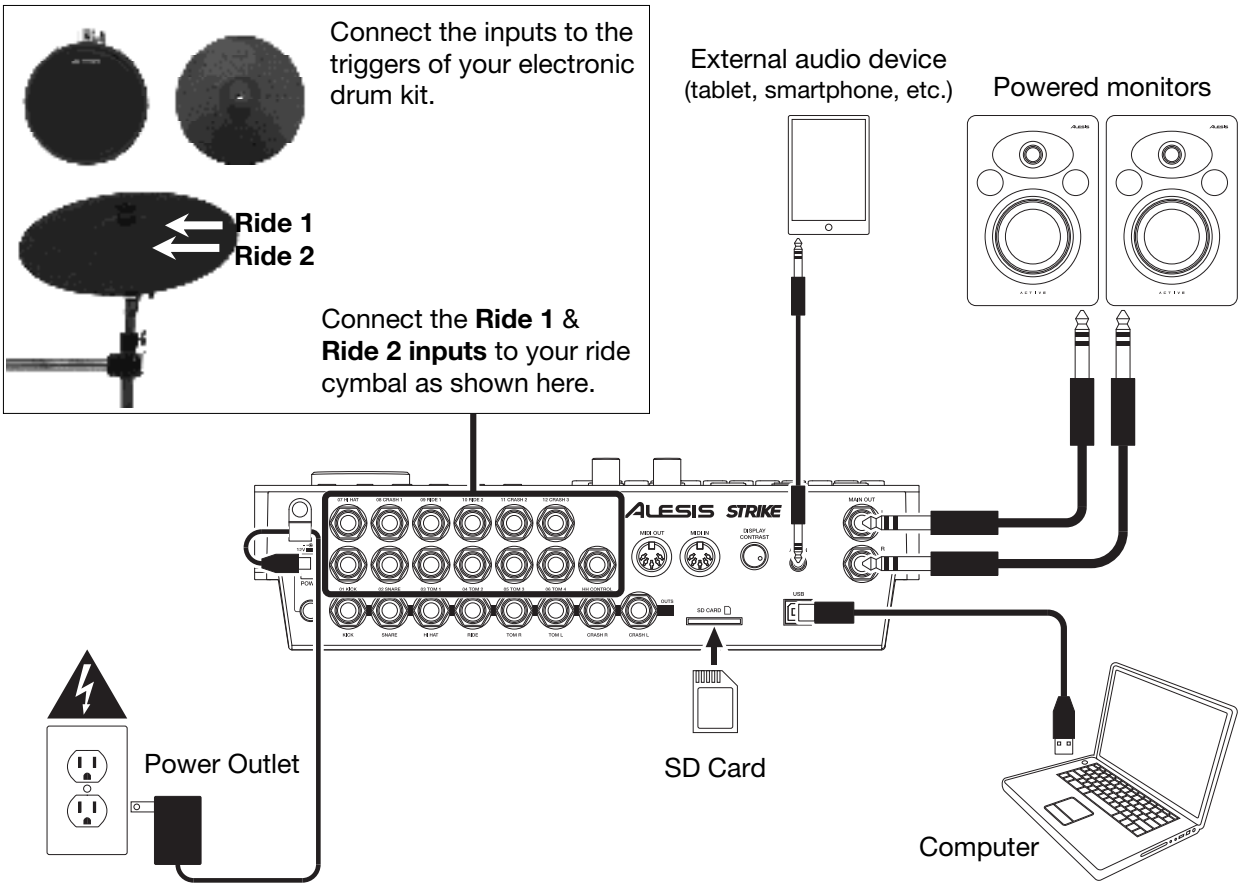
Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **alesis.com**.

For additional product support, visit **alesis.com/support**.

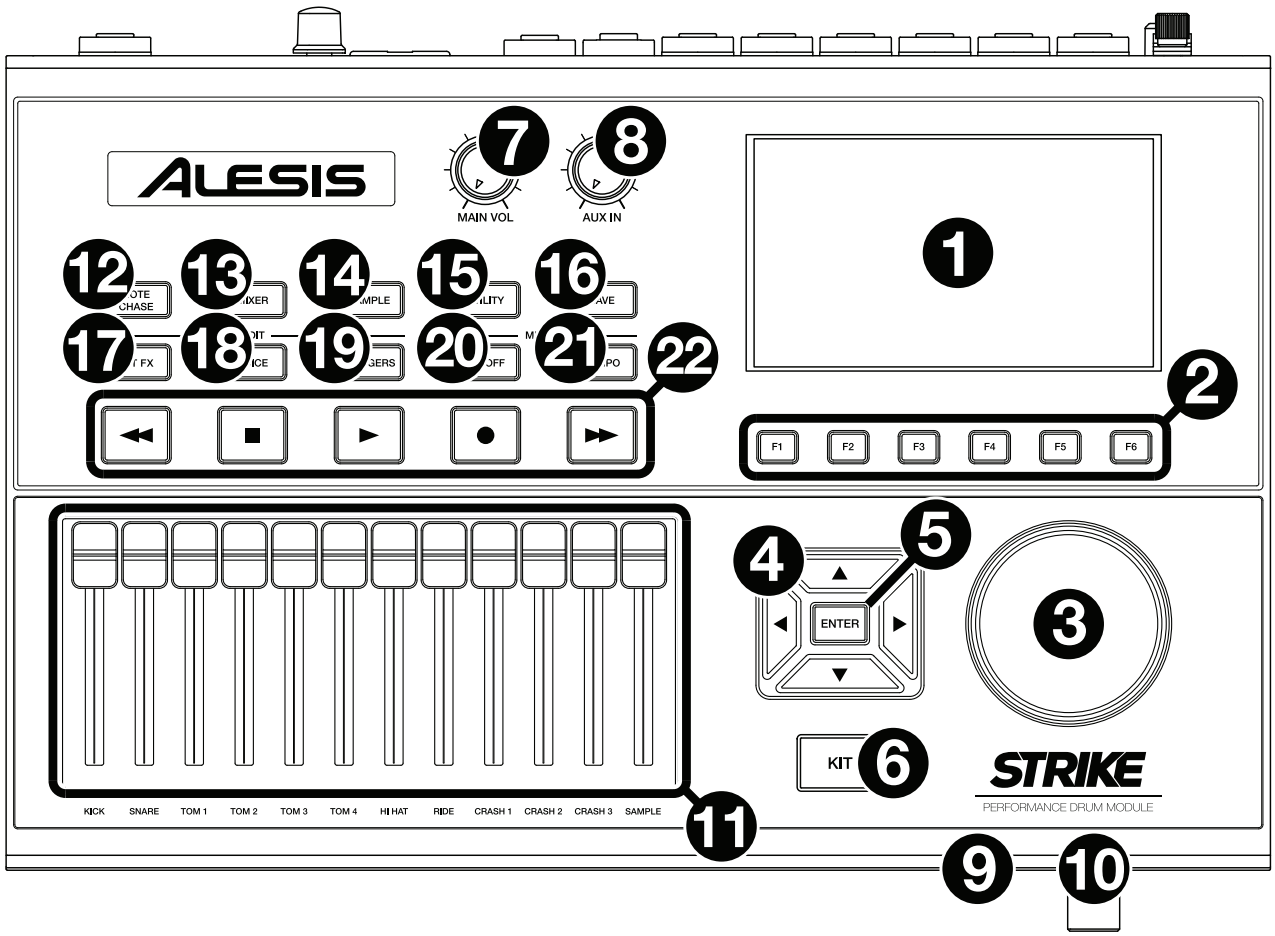
Setup

Items not listed in ***Introduction*** > ***Box Contents*** are sold separately.



Features

Top Panel



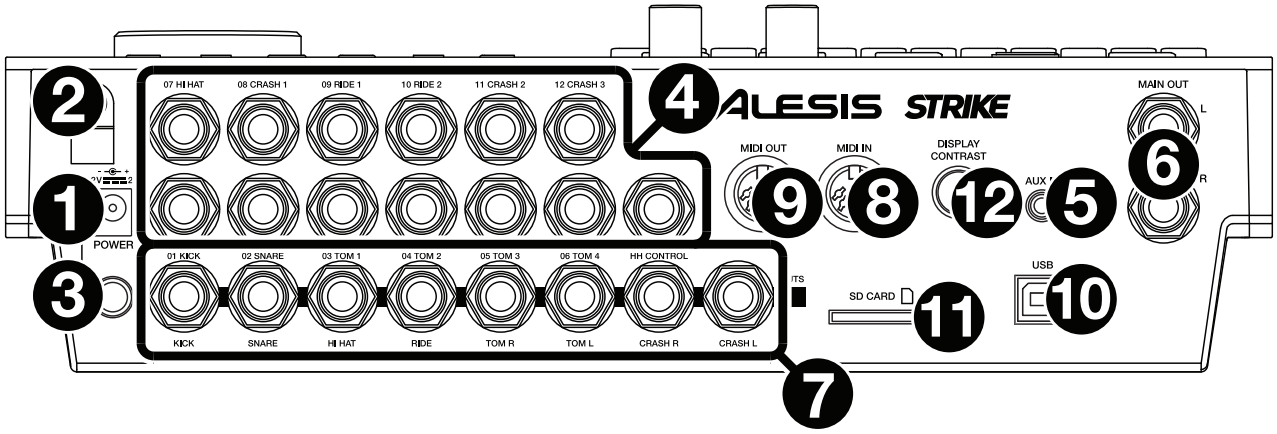
1. **Display**: This full-color display shows the current kit, settings, and other information. Use the **cursors** to move through the menus and lists shown here. Use the **Data Dial** to scroll through available options. Use the **Function Buttons** (**F1**–**F6**) to select tabs shown at the bottom edge of the display.
2. **Function Buttons** (**F1**–**F6**): Press one of these 6 buttons to select the corresponding tab shown above it (at the bottom edge of the display).
3. **Data Dial**: Turn this dial to scroll through available options shown in the display.
4. **Cursors**: Use these buttons to select different areas shown in the current page in the display.
5. **Enter**: Press this button to confirm a selection shown in the display.
6. **Kit**: Press this button to enter the Kit menu (the default view when you power on the drum module).
7. **Main Vol**: Turn this knob to adjust the volume level of the **Main Out** on the rear panel. This level is independent from the volume level of each voice or the overall kit.
8. **Aux In**: Turn this knob to adjust the volume level of the **Aux In** on the rear panel. This also controls the input recording level of Sample Mode.
9. **Headphone Out** (1/4”/6.35 mm): Connect your stereo headphones to this input. Adjust the volume with the **Headphone Vol** knob.
10. **Headphone Vol**: Turn this knob to adjust the volume level of the **Headphone Out**.
11. **Sliders**: Use these sliders to adjust the independent volume level of each sound in your current kit. The sound’s name is shown under the slider.

12. **Note Chase**: Press this button to activate or deactivate the Note Chase feature. When active, hitting a trigger will automatically select it in the drum module. This is useful for quickly making changes to multiple sounds on your kit, like selecting new instruments, editing voice parameters, etc.

    Alternatively, your Strike module's menus allow you to select the current trigger using the **cursors** and **data dial**.

13. **Mixer**: Press this button to enter Mixer Mode.
14. **Sample**: Press this button to enter Sample Edit Mode. This requires you to have an SD card inserted into the Strike module's SD card slot. If your SD card doesn't already have any WAV files, pressing this button will enter Sample Record Mode.
15. **Utility**: Press this button to show the Utility menu.
16. **Save**: Press this button to save the current kit or global settings (depending on the current mode). When you're in Kit Mode, pressing this button allows you to name/rename and save the current kit to your SD card. When you're in Trigger Mode or the Utility menu, pressing this button allows you to save all of your current trigger, metronome, and global MIDI settings.
17. **Edit** > **Kit FX**: Press this button to enter Kit Effects Mode where you can set the reverb and other effects for each kit.
18. **Edit** > **Voice**: Press this button to enter Voice Mode where you can edit the assigned instruments, reverb/FX Amount, MIDI output, and other settings for each drum or cymbal pad.
19. **Edit** > **Triggers**: Press this button to enter Trigger Mode where you can adjust the sensitivity and overall feel of each drum or cymbal pad. Strike's default settings are optimized for a wide range of playing styles and kit configurations. While trigger settings normally don't need any adjustment, you can still adjust the sensitivity of your triggers here.
20. **Metro** > **On/Off**: Press this button to turn the metronome on or off. Metronome settings can be found in the Utility menu, in the **Metro** tab.
21. **Metro** > **Tempo**: Press this button 3 or more times in succession at the desired rate to change the tempo of the metronome (in BPM). Alternatively, you can press and hold this button and turn the **data dial** to change the BPM. The light above this button will flash at the current tempo.
22. **Transport Buttons**: Use these buttons to control sample playback. These buttons work even when the drum module is not in Sample Mode.
    - **Rewind**/**Fast-Forward** (⏮/⏭): Press and hold one of these buttons to "scrub" backward or forward (respectively) through the sample.
    - **Play** (▶): Press this button to start sample playback or recording.
    - **Stop** (■): Press this button to stop sample playback or recording.
    - **Record** (●): Press this button to show the Sample Record screen. Press it again to begin recording the signal from the **Aux In**, and then press it once more to stop the recording. You will then be in Sample Edit Mode where you can edit and save your new sample.

Rear Panel



1. **Power Input**: Connect the included power adapter (12 V, 2 A, center-positive) to this input.
2. **Cable Restraint**: You can secure the cable of the power adapter to this restraint to help prevent disconnecting it accidentally.
3. **Power Switch**: Press this button to power the drum module on or off. Power it on only **after** you have connected all of your input devices and before you power on any connected loudspeakers. Power off your loudspeakers **before** powering off the drum module.
4. **Trigger Inputs** (1/4”/6.35 mm, TRS): Connect these inputs to the triggers of your Strike Kit. The cable snake included with your Strike Kit or Strike Pro Kit is labeled to match these inputs. When connected, hitting a trigger will send an electric signal to the drum module, which will trigger the corresponding sound.
5. **Aux In** (1/8”/3.5 mm, TRS): Connect this input to an optional external audio device (computer, tablet, smartphone, etc.). Turn the **Aux In** knob on the top panel to adjust the volume level. You can then listen and play long to your favorite backing tracks or record the incoming audio signal in Sample Mode.
6. **Main Out** (1/4”/6.35 mm, TRS): Connect these outputs to your loudspeakers, audio interface, etc. Turn the **Main Vol** knob on the top panel to adjust the volume level.
7. **Direct Audio Outs** (1/4”/6.35 mm, TRS or TS): Connect these mono outputs to your external mixer, audio interface, etc. The independent audio signals of these triggers will be sent out of these outputs: **kick**, **snare**, **hi-hat**, **ride**, the left and right channels for all **toms**, and the left and right channels for the **crash** cymbals. The signal sent from these outputs is fixed and without any effects applied.
8. **MIDI In** (5-pin DIN): Connect this input to the MIDI output of an external MIDI device (synthesizer, drum machine, etc.).
9. **MIDI Out** (5-pin DIN): Connect this output to the MIDI input of an external MIDI device (synthesizer, drum machine, etc.).
10. **USB Port**: Use a standard USB cable (included) to connect this USB port to an available USB port on your computer. This connection sends and receives MIDI information to and from the computer.
11. **SD Card Slot**: You can insert a standard SDHC card into this slot (an 8 GB card is already included). An SD card is required to save kits, samples, or global settings. The SDHC card must be Class 10, use a FAT32 file system, and have a capacity of no more than 64 GB.
12. **Display Contrast**: Turn this knob to adjust the contrast of the **display**.

Operation

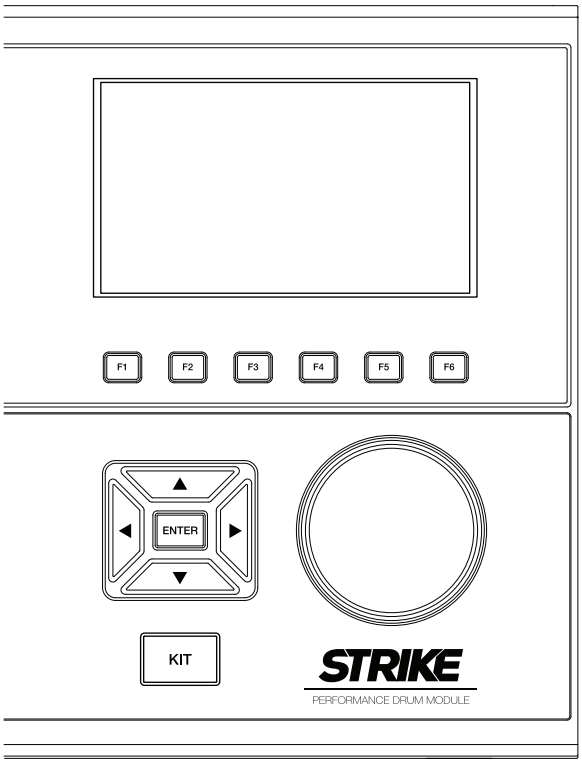
This chapter contains information on how to use your Strike Performance Drum Module.

Navigation

Controls

The Strike module's display shows information about its current mode and operations. You can navigate its different modes, pages, etc. by using the following controls:

- **Data Dial**: Use this dial to scroll through a menu or to change the selected parameter value, setting, etc. in the display.
- **Cursors**: Use these buttons to select different areas shown in the current page in the display.
- **Enter**: Press this button to confirm a selection shown in the display.
- **Function Buttons** (**F1**–**F6**): Press one of these 6 buttons to select the corresponding tab shown above it (at the bottom edge of the display).
- **Mode Buttons** (not shown): Press one of these buttons to enter its mode: **Kit**, **Mixer**, **Sample**, **Utility**, **Save**, **Kit FX**, **Voice**, or **Triggers**. When you power on the drum module, it'll always start in Kit Mode.



Overview

This section provides an overview of each page shown in the display.

To learn how to perform specific operations in the drum module, see the ***Kits***, ***Trigger Mode***, ***Metronome***, ***Sample Mode***, and ***Utility Menu*** chapters.

Kit Menu

This is the main menu where you can select kits or select individual triggers to edit within the kit.



To view the Kit menu, press **Kit**.

To select a kit, do one of the following:

- Press **F3**/**Preset** to choose from your preset kits or **F4**/**User** to choose from the user kits on your SD card.

  Turn the **data dial** to scroll through the list (the current kit name is shown at the top of the page). After you stop moving the data dial, the kit will load automatically.

- Press **F1**/**List** to choose from a list of available kits.

  Press **F3**/**Preset** to choose from your preset kits or **F4**/**User** to choose from your user kits.

  Use the **cursors** to switch between the kit categories (left panel) and kits (right panel).

  Turn the **data dial** to scroll through the list. After you stop moving the data dial, the kit will load automatically.

  If you select a kit category in the list and then return to the main Kit menu, you'll then be viewing the kits in that category only.



To save a kit, see ***Kits*** > ***Saving Kits***.

Important: If you edit a preset kit and then save it, the saved kit will be stored onto your SD card, while the original preset kit remains unchanged on the module's internal memory. You must have your SD card inserted into the SD card slot in order to save changes to preset kits.

Kit FX Mode

Kit FX Mode lets you adjust the settings for the **Reverb**, **EQ**, **Comp** (compressor), and **FX** processors. You can then how much of each to apply to each voice in the kit (see ***Kits*** > ***Editing Kits*** > ***Editing Voices***).



To enter Kit FX Mode, press **Edit** > **Kit FX**.

See ***Kits*** > ***Editing Kits*** for more information about Kit FX Mode.

Voice Mode

Voice Mode shows the settings for each voice within the kit. A voice is the sound produced by each trigger of your Strike Kit.



Each tab in this screen lets you edit different settings of each voice.

To enter Voice Mode, press **Edit** > **Voice**.

To select a trigger, do one of the following:

- Press **Note Chase** so it's on. Strike the desired trigger on your Strike Kit.
- Use the **cursors** to select the **Trig** field in the upper-right corner. Turn the **data dial** to select the desired trigger.

See ***Kits*** > ***Editing Kits*** for more information about Voice Mode settings.

Trigger Mode

Trigger Mode shows the settings for each trigger of your Strike Kit, including its sensitivity, threshold, velocity curve, and crosstalk settings.



To enter Trigger Mode, press **Edit** > **Trigger**.

To select a trigger, do one of the following:

- Press **Note Chase** so it's on. Strike the desired trigger on your Strike Kit.
- Use the **cursors** to select the **Trig** field in the upper-right corner. Turn the **data dial** to select the desired trigger.

See ***Kits*** > ***Editing Kits*** for more information about Trigger Mode settings.

Mixer Mode

Mixer Mode shows you the output levels of each trigger, represented by 12 channel faders.



To enter Mixer Mode, press **Mixer**.

To adjust the level of each trigger, move its **slider** on the module up or down.

Sample Mode

Sample Record Mode contains controls for recording samples (before recording) and editing samples (after recording).



To enter Sample Record Mode, press the **Record** (●) button.

To start recording, press the **Record** (●) button. The button in the display will light red and the **Time Remaining** counter will start counting.

To stop recording and show the Sample Edit page, press the **Record** (●) button again.

See ***Sample Mode*** > ***Recording Samples*** to learn more.



Sample Edit Mode lets you edit the sample you just recorded. See ***Sample Mode*** > ***Editing Samples*** for more information about this.

Utility Menu

The Utility menu contains settings that determine the module's overall operation, including global metronome functions, global trigger settings, and system information.



To view the Utility menu, press **Utility**.

See ***Utility Menu*** for more information about this.

Kits

The Strike module contains **135 preset kits**. You can also create and save your own **user kits** onto an SD card. You can save as many user kits as your SD card can hold.

If you edit a preset kit and then save it, the saved kit will be stored onto your SD card, while the original preset kit remains unchanged on the module's internal memory.

You must have your SD card inserted into the SD card slot in order to save changes to preset kits.

Selecting Kits

To select a kit:

1. Press **Kit** to show the Kit menu (the default view when you power on the drum module).
2. Press **F3**/**Preset** to choose from your preset kits or **F4**/**User** to choose from user kits on your SD card. Turn the **data dial** to scroll through the list (the current kit name is shown at the top of the page). After you stop moving the data dial, the kit will load automatically.

   Alternatively, press **F1**/**List** to show all kits as a list. Press **F3**/**Preset** to choose from your preset kits or **F4**/**User** to choose from your user kits. Use the **cursors** to switch between the kit categories (left panel) and kits (right panel). Turn the **data dial** to scroll through the list. After you stop moving the data dial, the kit will load automatically.





Editing Kits

You can edit several different areas of a kit: the instruments assigned to each layer, the effects applied to the kit, the settings for each trigger, and more.

Assigning Instruments

To assign an instrument in a kit:



1. Press **Kit** to show the Kit menu, and select a kit.
2. After selecting a kit, select a trigger: If the **Note Chase** button is off, press it so it turns **on**, and then strike the desired zone of the trigger (drum or cymbal pad).
3. Press **Voice** and then press **F4/Inst**.
4. Press **F1/Layer A** or **F2/Layer B** to select the desired layer (your Strike module can layer two separate instruments on one trigger zone).
5. Press **F3/Preset** to select an instrument from the Strike module's internal instrument library or **F4/User** to select an instrument from your SD card (if you've saved samples in Sample Edit Mode, they'll be on your SD card).



6. Use the **cursors** to select the left panel—the instrument categories. Turn the **data dial** to scroll through the list and select one.
7. Use the **cursors** to select the right panel—the instruments in that category. Turn the **data dial** to scroll through the list to select one.

   To assign other instruments, use the **cursors** to select the **Trig** field in the upper-right corner, and turn the **data dial** to select the desired zone of a trigger. Alternatively, if **Note Chase** is on, strike the desired zone of the trigger. Repeat Steps 4–5 to assign a new instrument.

   Important: Each kit can use up to **200 MB** worth of samples. The **Memory Used** meter indicates how much space you are using of that total capacity.

Using Kit FX

Each kit has a processor for reverb, equalization (**EQ**), compression (**Comp**), and two **FX** processors. The Kit FX Mode is where you adjust the parameters for these effects. These settings are saved with each kit.

After editing these settings, you can use the then determine how much of each effect is applied for each individual trigger zone. You can do this in the **FX**/**MIDI** tab of Voice Mode (see ***Editing Voices*** > ***FX/MIDI***).

To edit effects for an entire kit:



1. After selecting a kit, press **Edit** > **Kit FX** to enter Kit FX Mode.
2. Press the **function button** under the type of effect you want to apply: reverb (**F1**/**Reverb**), equalization (**F2**/**EQ**), compression (**F3**/**Comp**), or another effect (**F4**/**FX1** or **F5**/**FX2**).
3. Use the **cursors** to select the parameter you want to edit.

   Turn the **data dial** to change the parameter value or setting.

   To make adjustments to other kit effect settings, repeat Steps 2–3.

   To return to the previous screen, press **F6**/**Back**.

These are the parameters in Kit FX Mode:

Parameter	Description	Values/Settings
Reverb	**Reverb** lets you apply different types of reverb to simulate your kit being played in a specific kind of space.	
Type	This is the type of space the reverb will emulate.	See ***Appendix*** > ***Effects***
Size	This is the size of the virtual space designated by the type of reverb. Higher values result in a longer reverb time.	**00–99**
Color	This is the amount of high-frequency damping of the reverb, which affects its tone. Higher values result in a brighter reverb sound.	**00–99**
Level	This is the level of the reverb effect. If you've already set how much reverb is applied to each trigger zone, you can use this setting to turn down the overall reverb level for the kit.	**00–99**

Parameter	Description	Values/Settings
EQ	**EQ** lets you “boost” or “cut” low and high frequencies of the kit’s sound to change its sound.	
LF Gain	This determines how much the equalizer’s low-frequency band is boosted or cut.	**-60** to **00** to **+12dB**
LF Freq	This determines the equalizer’s low frequency.	**20 Hz** – **18.5 kHz**
HF Gain	This determines how much the equalizer’s high-frequency band is boosted or cut.	**-60** to **00** to **+12dB**
HF Freq	This determines the equalizer’s high frequency.	**20 Hz** – **18.5 kHz**
Comp	**Comp** applies compression to the kit’s sound (decreasing the dynamic range of the sound to make it more consistent).	
Threshold	This determines the volume at which compression will be applied to the sound. In other words, when the volume of your playing reaches or exceeds this volume level, it will trigger the compressor.	**-90** to **00dB**
Output	This determines the volume of the compressed signal.	**20 Hz** – **18.5 kHz**
FX1, **FX2**	The **FX** processors let you select from different types of flanger, chorus, vibrato, and delay effects.	
Type	This is the type of effect.	See ***Appendix*** > ***Effects***
Parameters	The available parameters will depend on the type of effect.	See ***Appendix*** > ***Effects***

Editing Voices

Voice Mode shows the kit's voice settings, which determine how each instrument sounds when you strike each trigger. (When creating user kits, this is where you'll spend most of your time.)

To edit voice settings:

1. After selecting a kit, press **Edit** > **Voice** to enter Voice Mode.



2. Select a trigger by doing one of the following:
   - If the **Note Chase** button is off, press it so it turns **on**. Strike the desired zone of the trigger whose voice you want to edit.
   - Use the **cursors** to select the **Trig** field in the upper-right corner. Turn the **data dial** to select the desired zone of a trigger.
3. You'll see the **Layers** page first. Press the **function button** under the settings you want to edit: level settings (**F1**/**Level**), tone and tuning settings (**F2**/**Tone**), or velocity settings and dynamics (**F3**/**Velocity**). You'll also see **F4**/**Inst**, which lets you edit the instruments of your kit (see ***Assigning Instruments***).

   To view the **FX**/**MIDI** page instead, press **F5**/**FX**/**MIDI**, and press the **function button** under other voice settings you want to edit: effect settings (**F1**/**FX**), MIDI settings (**F2**/**MIDI**), or other performance-related settings (**F3**/**Other**). Press **F5**/**Layers** to return to the **Layers** page.



4. Use the **cursors** to select the parameter you want to edit.

   Turn the **data dial** to change the parameter value or setting.

   To adjust other voice settings, repeat Steps 2–4.

   To return to the previous screen, press **F6**/**Back**.





These are the parameters on the **Layers** page of Voice Mode (identical for both layers):

Parameter	Description	Values/Settings
Layer A, **Layer B**		
Loop	This determines whether or not the sample on that layer will loop. When set to **Loop**, the sample will play repeatedly when you strike the trigger and stop playing when you strike it again (or set its **Decay** to **99** if you want it to play indefinitely).	Off (**---**), **Loop**
Vel Limit	These two values determine the velocity range of the layer. If you strike the trigger with an amount of force within that range, it will trigger the sample.	**000**–**127**
Level		
Decay	This determines how long the layer's sound can be heard before it decays into silence.	**Off**, **01**–**99**
Pan	This is the position of the layer's sound in the stereo field.	Left (**L01**–**L50**) Center (**MID**) Right (**R01**–**R50**)
Level	This is the volume level of the layer's sound.	**Off**, **01**–**99**
Tone		
Tune	This is an offset of the tuning of the layer's sound in half-steps (semitones).	**-12** to **0** to **+12**
Fine	This is an offset of the tuning of the layer's sound in cents.	**-50** to **00** **+50**
Filter	This is determines the cutoff frequency of the filter applied to the layer's sound (see **Tone** > **Type** below). The value is a percentage of the frequency band, not the frequency itself.	**00**–**99**
Type	This is the type of filter applied to the layer's sound.	Low-pass (**LoPass**) High-Pass (**HiPass**)
Velocity		
Velocity>**Level**	This determines how much the velocity of a strike will affect the layer's volume level.	**00**–**99**
Velocity>**Filter**	This determines how much the velocity of a strike will affect the layer's filter cutoff frequency.	**-99** to **00** to **+99**
Velocity>**Decay**	This determines how much the velocity of a strike will affect the decay time of the layer's sound.	**-99** to **00** to **+99**
Velocity>**Pitch**	This determines how much the velocity of a strike will affect the layer's tuning.	**-99** to **00** to **+99**

These are the parameters on the **FX**/**MIDI** page of Voice Mode (they affect both layers):

Parameter	Description	Values/Settings
FX		
EQ/**Comp**	This determines if equalization and compression will be applied to the selected voice.	**Off**, **On**
Reverb Send	This is the voice's send level for the reverb effect. It determines how much reverb you want to apply to the selected voice.	**00**–**99**
FX1 Send, **FX2 Send**	These are the voice's send levels for the FX1 and FX2 effects. It determines how much of each FX processor you want to apply to the selected voice.	**00**–**99**
MIDI		
MIDI Chan	This is the MIDI channel the trigger will use when sending MIDI notes over the USB port and MIDI out.	**01**–**16**
MIDI Note	This is the MIDI note the trigger will send over its USB port and MIDI out when struck.	**000** (**C-2**) – **127** (**G8**)
Gate Time	This is the duration of the MIDI note the trigger will send over its USB port and MIDI out when struck.	**Off**, **00**–**99** ms, **1**/**32**, **1**/**16**, **1**/**8**, **1**/**4**, **1**/**2**. **Trplt** indicates a triplet-based time division.
Note Off	This determines how the trigger will send a MIDI Note Off message.	**Not Sent**: The trigger will not send MIDI Note Off messages. **Sent**: The trigger will send a MIDI Note Off message after the **Gate Time**. **Alternate**: Striking a trigger will cause it to alternate between sending MIDI Note On and Note Off messages.
Other		
Priority	This determines the voice's priority in the Strike module's overall polyphony. If the maximum number of polyphony voices are playing, triggering an additional one will cause low-priority voices to stop so that higher-priority voices can sound.	**Low** **Medium** **High**
MuteGroup	This determines the voice's mute group. When two or more voices are assigned to a mute group, triggering one of the voices will immediately mute all other voices in that mute group.	**Off** **01**–**09**
Playback	This determines whether the voice on this trigger will be allowed to sound only once at any given time or multiple times (limited only by the module's polyphony limit).	**Mono** **Poly**

Saving Kits

After editing a kit, you may want to save it as a user kit on an SD card for a later performance.

Important: If you edit a preset kit and then save it, the saved kit will be stored onto your SD card, while the original preset kit remains unchanged on the module's internal memory. You must have your SD card inserted into the SD card slot in order to save changes to preset kits.

To save a user kit:

1. After editing the kit, press **Kit** to enter the Kit Menu.
2. Press **Save**.
3. In the page that appears, enter the name of the kit.

   To move to the previous or next character, press **F1**/**<<** or **F2**/**>>**.

   To change the current character, turn the **data dial**.

   To delete the current character, press **F4**/**Delete**.

   To clear all characters, press **F5**/**Clear**.
4. **To save the kit**, press **F3**/**Save**.

   To return to the previous screen without saving, press **F6**/**Back**.

   Important: If you try to save a kit with a name that already exists, the module will ask if you want to overwrite (replace) the existing kit. **To overwrite the kit**, press **F1**/**Save**. **To cancel**, press **F6**/**Back**.

   Note: If you edit a preset kit, save it, and then want to load that saved kit later, remember that it is actually a user kit.



Trigger Mode

Trigger Mode shows the settings that determine how the trigger sensor for each drum or cymbal pad behaves when struck. If you want to make adjustments to the overall level of a sound, do this in the **Layers** tab of Voice Mode instead (see ***Kits*** > ***Editing Kits*** > ***Editing Voices***); Trigger Mode settings are already optimized to work with your Strike Kit or Strike Pro Kit, so they generally won't require adjustment.

These settings are global and retained in the module's internal memory; they are not saved with any kit. To save your trigger settings, simply press **Save** while in Trigger Mode.

To edit trigger settings:



1. After selecting a kit, press **Edit** > **Triggers** to enter Trigger Mode.
2. Select a trigger by doing one of the following:
   - If the **Note Chase** button is off, press it so it turns **on**. Strike the desired zone of the trigger whose voice you want to edit.
   - Use the **cursors** to select the **Trig** field in the upper-right corner. Turn the **data dial** to select the desired zone of a trigger.
3. Use the **cursors** to select the parameter you want to edit.

   Turn the **data dial** to change the parameter value or setting.

   To adjust other voice settings, repeat Steps 2–4.

   Note: The **HiHat Bow** and **HiHat Edge** triggers have additional **HiHat Pedal** settings. See ***Hi-Hat Pedal Setup*** to learn about this.

These are the parameters in Trigger Mode:

Parameter	Description	Values/Settings
Sensitivity	This is the gain control for the trigger. The higher the setting, the easier it'll be to trigger louder sounds with lighter hits. When setting this parameter, strike the trigger listen to the sound. If it's too loud even though you are striking the pad lightly, lower this setting.	**00–99**
Retrigger	This is the minimum amount of time needed between successive strikes of the same trigger for the second one to produce a sound. If this setting is too high, some notes may not trigger when you play faster or perform rolls. If this setting is too low, you may trigger extra, undesired notes while playing normally.	**00–99**
Threshold	This determines how much velocity (force) is required for a voice to sound. At higher settings, you'll need to strike the trigger harder to produce a sound. At lower settings, very light strikes on the trigger will produce sounds. If this setting is too low, though, triggers may play randomly without being struck. The default Threshold values are already optimized to work with your Strike Kit or Strike Pro Kit, so they generally won't require adjustment.	**00–99**

Parameter	Description	Values/Settings
Curve	This determines how a sound's volume is affected by how hard you strike it—that is, how responsive the trigger's dynamics are to changes in your playing. All triggers on your Strike Kit or Strike Pro Kit use **Linear** as the default setting, which provides the most accurate and natural performance.	**Linear** **Log 1–4** **Exp 1–4** **Spline 1–4** **Offset** **Constant**
Input Type	This is the type of trigger connected to the corresponding trigger input. Don't change this setting if you're using your Strike or Strike Pro Kit. If you want to use third-party triggers with your Strike Kit or Strike Pro Kit, please check with the manufacturer's documentation for the proper setting.	**Piezo**: A pressure-sensitive trigger like drum or cymbal pads. **Switch**: Most dual- or triple-zone cymbals (like your Strike cymbals) use a switch sensor on the "edge" zone. If you are not using a Strike cymbal, please consult the manufacturer's documentation for the proper setting.
XTalk Rcv	This determines how susceptible the trigger is to "crosstalk" from other triggers. The higher the value, the less likely crosstalk from other triggers will affect it. See ***About Crosstalk (XTalk)*** below.	**00–07**
XTalk Send	This determines how likely the trigger will cause "crosstalk" in other triggers. The higher the value, the less likely it'll be a source of crosstalk on other triggers. See ***About Crosstalk (XTalk)*** below.	**00–07**

About Crosstalk (XTalk)

When striking a trigger causes another trigger to sound unexpectedly, it is referred to as **crosstalk** (or **XTalk**). It's not common, and your Strike module has already been optimized to eliminate this when using your Strike Kit or Strike Pro Kit. However, like a real acoustic drum kit, your kit can be positioned and played in many different ways depending on your preferences, some of which may cause crosstalk. If that happens, follow these tips to troubleshoot crosstalk:

- Make sure your drum and cymbal pads aren't touching each other or their clamps. For example, if a tom is touching another tom or the rack itself, it can vibrate other pieces of the kit much more easily.
- If possible, set up your kit on a soft, carpeted surface. Hard floors will generally cause more vibration through the drum rack.
- Adjust the tightness of the cymbal wingnuts. Wingnuts that are too loose can let the cymbal "bounce" which can cause unwanted vibrations through the boom arm and rack. Alternatively, wingnuts that are too tight don't allow enough "bounce," so the force from a strike will transfer directly to the rack.
- If a specific drum or cymbal pad seems to cause others to sound, increase the **XTalk Send** setting for that specific trigger. **XTalk Send** is best used on the trigger that's causing the crosstalk.
- If a specific drum or cymbal pad seems susceptible to unexpected triggering from crosstalk, adjust the **XTalk Receive** setting for that specific trigger.

Hi-Hat Pedal Setup

While the trigger settings for the drums and cymbals of your Strike Kit or Strike Pro Kit have already been optimized, you may need to make a small adjustment to further customize your hi-hat pedal performance. Hi-hat pedal designs can vary and the Strike module has an easy adjustment to help with this.

To adjust your hi-hat top cymbal:

1. See the Strike Kit or Strike Pro Kit Assembly Guide to be sure your hi-hat cymbal is connected and positioned properly.
2. Loosen the hi-hat "clutch" and let the top cymbal rest lightly on the spring below.
3. Without pushing down on your hi-hat pedal, tighten the clutch.

Now that your hi-hat pedal is set up, select a kit with a realistic acoustic hi-hat sound and play it. You should be able to hear a distinct "chick" sound when closing the hi-hat by stepping on the pedal. While striking the top hi-hat cymbal and opening/closing the pedal, you should be able to hear a transition from the appropriate open or closed hi-hat sound.

Note: Not all kits will have multiple hi-hat position sounds. For example, some kits in the Electronic category may have nonconventional instruments assigned to the hi-hat.

To refine the sound of your hi-hat, press the **Triggers** button. Select either the **Hi-Hat Bow** or **Hi-Hat Edge** zone. Press the **F1/F2 Pedal** button. Then adjust the following parameters:



Foot Sens: When lowered, this setting helps increase the dynamic range of the "chick/stomp" sound (though setting it too low can cause inconsistent chick volumes).

Splash: This setting determines how easy or hard it is to create a hi-hat "splash" sound. Higher values make it more difficult to "splash," though you may prefer that depending on your "footwork."

Offset: This knob raises or lowers the point at which your pedal will trigger the "chick/stomp" sound. If you play with the top cymbal really high above the bottom one, or if your hi-hat pedal has high-tension springs, increasing this setting may help you get a more consistent chick/stomp sound.

Velocity Curve: This determines how a sound's volume is affected by how hard you strike it—that is, how responsive the trigger's dynamics are to changes in your playing. All triggers on your Strike Kit or Strike Pro Kit use **Linear** as the default setting, which provides the most accurate and natural performance.

Pedal Curve: If you prefer to hear more closed or semi-open sounds, choose one of the logarithmic curves (**Log 1**–**4**). If you prefer a more open sound, choose an exponential curve (**Exp 1**–**4**).

Metronome

To turn the metronome on or off, press **Metro** > **On/Off**.

To adjust the tempo of the metronome, do one of the following:

- Press **Metro** > **Tempo** at least 3 times at the desired rate.
- Press and hold **Metro** > **Tempo**, and then turn the **data dial** to select a new tempo.

To change the metronome settings, see ***Utility Menu > Metronome (Metro)***. You can change the metronome sound, time signature, and volume levels. You can also enable or disable the **Metro** > **Tempo** button.

Sample Mode

You can use your Strike module to record, edit, and save samples from another audio source. You can then assign those samples as instruments in a kit or play them back as loops or backing tracks.

Recording Samples

Sample Record Mode contains controls for recording from an audio source connected to the Strike module's **Aux In** or Strike module's own internal audio signal.

To record a sample:



1. Press **Record** (●) to enter Sample Record Mode.
2. Turn the data dial to select the source you want to record:
    - **Aux Input**: the signal sent into the **aux in** (on the rear panel).
    - **Internal**: the module's internal audio signal (i.e., you playing the Strike Kit).
    - **Aux**+**Internal**: the signal sent into the **aux in** (on the rear panel) as well as the module's internal audio signal (i.e., you playing the Strike Kit).
3. If you selected **Aux Input** or **Aux**+**Internal**, use a 1/8" (3.5 mm) stereo/TRS cable to connect your audio source to the **aux in**.
4. Turn the **data dial** to select the channels you want to record:
    - **Stereo**: the left and right channels in stereo.
    - **Mono Left**: the left channel only.
    - **Mono Right**: the right channel only.
    - **Mono Summed**: both channels summed into a mono signal.
5. Play your Aux source and/or Strike Kit to check that the volume level is sufficient.
6. Press the **Record** (●) button to start recording. The button in the display will light red and the **Time Remaining** counter will start counting.

    Note: The time limit for the sample will be based on how much space is available on your SD Card.
7. Play your audio source and/or play your Strike Kit.
8. Press the **Record** (●) or **Stop** (■) button to stop recording and enter Sample Edit Mode.
9. If you are recording from the **Aux Input**, stop its playback, and/or turn the **Aux In** knob back down.

Editing Samples



Sample Edit Mode lets you edit the sample you just recorded. The module will automatically enter Sample Edit Mode when you stop recording.

To enter Sample Edit Mode from another screen, press **Sample**.

To adjust the start or end markers of the sample, press **F1/Start** to select the **Start** (left) marker, or press **F2/End** to select the **End** (right) marker.

To adjust the start or end markers with more precision, press and hold **F1/Start** or **F2/End** while turning the **data dial**. This will zoom in on the **Start** or **End** marker so you can make fine adjustments, which is important when creating a loop that will repeat without pops or clicks.

To play the area of the sample between the start and end markers, press **Play** (▶).

To stop playback, press **Stop** (■).

To zoom into the area of the waveform between the start and end markers, press **F5/Zoom**. Press it again to return to the preview view.



To set a quantization grid, press **F3/Grid** to cycle through **1/4 Note**, **1/8 Note**, **1/16 Note**, and **Off**. This will lock the location of the **End** marker to a musical grid, based off the Strike module's tempo.

To adjust the tempo (which affects the **Grid** setting), do one of the following:

- Press **Metro** > **Tempo** three or more times in succession at the desired rate.
- Press and hold **Metro** > **Tempo** and turn the **data dial**.
- Use the **cursors** to select the **BPM** field in the upper-right corner and then turn the **data dial**.

To looping on or off, press **F4/Loop**. When on, playing the sample will cause it to repeat until you press **Stop** (■). When off, playing the sample will play it only once.

Tip: You can also use Voice Mode to set a sample on a layer of a pad to loop. See ***Kits*** > ***Editing Kits*** > ***Editing Voices*** to learn about this.

Saving Samples

When you want to save the sample, you must select how you want to use it; you can save it as a **loop**—a normal audio file that you can play back in Sample Playback Mode—or as an **instrument**—a sound that you can assign to a voice in a kit.

Important: When you save a loop or instrument, it will be saved to your SD card only. You cannot save or overwrite loops or instruments in your Strike module's internal memory.

To save the sample:

1. While in Sample Edit mode, press the **Save** button, and a window will appear.



2. Enter a name for the sample.

   To move to the previous or next character, press **F1**/**<<** or **F2**/**>>**.

   To change the current character, turn the **data dial**.

   To delete the current character, press **F4**/**Delete**.

   To clear all characters, press **F5**/**Clear**.

3. Press the down **cursor** to highlight the **Save** type. Then turn the **data dial** to select **Full Sample**, **Trimmed Sample**, or **Instrument**.

   To save the entire sample (without edits) **as a loop**, select **Full Sample**.

   To save the edited sample as a loop, select **Trimmed Sample**.

   To save the edited sample as an instrument, select **Instrument**. Then press the down **cursor** to highlight the instrument **Category.** Turn the **data dial** to select **Acoustic**, **Melodic**, or **Electronic**.



   Note: We recommend saving samples immediately as **Full** or **Trimmed** loops so you can name the file. You can always reload, edit, or play a loop later—or use it to create an instrument—while an instrument is simply for assigning to a trigger.

4. Press **F3**/**Save** to save the sample.

   To return to the previous screen without saving, press **F6**/**Back**.

   Important: If you try to save a loop or instrument with a name that already exists, the module will ask if you want to overwrite (replace) the existing one. **To overwrite the loop or instrument**, press **F1**/**Save**. **To cancel**, press **F6**/**Back**.

Assigning Samples

Once you have saved your edited sample as an instrument, you can assign it to a kit.

To do this, see ***Kits*** > ***Editing Kits*** > ***Assigning Instruments***. All samples saved as instruments are found in the **User** tab.

Playing Loops

You can play your edited sample as a loop (e.g., as a backing track) in Sample Edit Mode.

Tip: You can also use Voice Mode to set a sample on a layer of a pad to loop. See ***Kits*** > ***Editing Kits*** > ***Editing Voices*** to learn about this.

To play a loop:

1. Press **Sample** to enter Sample Edit Mode.
2. Use the **cursors** to select the **Sample** field at the top of the display.
3. Turn the **data dial** to select a sample, which will appear in the waveform below.
4. Press **Play** (▶) to start playback. When you're finished, press **Stop** (■) to stop playback.



Alternatively:

1. Press the **Record** (●) button to enter Sample Record Mode.
2. Press **F1**/**List** to show a list of samples on your SD card.
3. Turn the **data dial** to select a sample.
4. Press **Sample** to enter Sample Edit Mode. The sample you selected will appear in the waveform below.
5. Press **Play** (▶) to start playback. When you're finished, press **Stop** (■) to stop playback.



Utility Menu

The Utility menu contains settings that determine the module's overall operation, including global metronome functions, global trigger settings, and system information.

Press the corresponding function button to show its settings:

- **F1/Metro**: Metronome settings. See ***Metronome (Metro)*** in this chapter.
- **F2/MIDI**: MIDI settings. See ***MIDI*** in this chapter.
- **F3/Trigger**: Trigger settings. See ***Trigger*** in this chapter.
- **F4/SysEx**: Send the trigger settings as a MIDI SysEx file. See ***SysEx*** in this chapter.
- **F5/OS**: Current operating system information. See ***OS*** in this chapter.

On each page, use the **cursors** to select a setting, and turn the **data dial** to change it.

To reset to the default settings in Trigger Mode and in the Utility menu, press and hold the **Stop** and **Enter** buttons while powering on the Strike Module.

Metronome (Metro)



Setting	Description	Values/Settings
Beats Per Bar	This is the number of beats in each bar (the top number of a time signature).	**00–99**
Note Per Beat	This is the time division of each beat (the bottom number of a time signature).	**1/2**, **1/4**, **1/8**, **1/16**
Meas Lvl	This is the volume level of the first beat of each bar.	**00–99**
Meas Snd	This is the sound used for the first beat of each bar.	**Woodblock 1**, **Woodblock 2**, **Cowbell 1**, **Cowbell 2**, **Shaker**
Beat Lvl	This is the volume level of each beat except the first.	**00–99**
Beat Snd	This is the sound used for each beat except the first.	**Woodblock 1**, **Woodblock 2**, **Cowbell 1**, **Cowbell 2**, **Shaker**

Setting	Description	Values/Settings
Subdvsn	This determines the subdivision of each beat.	**Off**, **1/4**, **1/8**, **1/16**, **1/32**, **1/64**. **Trplt** indicates a triplet-based time division.
Subd Lvl	This is the volume level of subdivisions of each bar.	**00–99**
Subd Snd	This is the sound used for subdivisions of each bar.	**Woodblock 1**, **Woodblock 2**, **Cowbell 1**, **Cowbell 2**, **Shaker**
Tap Tempo	This is determines whether the **Metro** > **Tempo** button is enabled or disabled.	**On**, **Off**
Output	This is determines where the metronome sound is routed: the **Main Out**, **headphone jack** (**Hdph Out**), or both (**Main & Hdph**).	**Main Out** **Hdph Out** **Main & Hdph**

MIDI



Setting	Description	Values/Settings
Drum Chan	This is the MIDI channel over which the module will receive MIDI data.	**Omni** (all channels) **01–16**
MIDI Thru	This determines whether or not the module's **MIDI Out** functions as a **MIDI Thru**.	**Enabled**: A MIDI device connected to the module's **MIDI In** will send its MIDI messages through the module to the device connected to the **MIDI Out**. **Disabled**: Only MIDI messages originating from the module itself will be sent out of its **MIDI Out**.

Note: You can send MIDI program change messages to your Strike module's **MIDI input** or **USB port**. The numbers of program change messages correspond to the kits listed in the current folder. Alternatively, send MIDI CC #**118** to increment by one kit or MIDI CC #**119** to decrement by one kit.

Trigger



Setting	Description	Values/Settings
Trig Sensitivity	This determines the overall sensitivity of all triggers connected to the module's **trigger inputs**.	**Low** **Medium** **High**
HiHat	This determines whether the hi-hat MIDI note will be sent with or without a MIDI CC message (CC#4).	**Note+CC#4** **Note Only**
HiHat Splash	This determines whether or not the hi-hat "splash" note (generated by quickly pressing then releasing the pedal) will be sent.	**Sent**, **Not Sent**
Cymbal Choke	This determines whether or not the cymbal "choke" note (generated by grabbing the cymbal's choke strip) will be sent.	**Sent**, **Not Sent**

SysEx

To send all trigger settings from the module as a SysEx file (over the **USB port** and **MIDI Out**), press **Enter**.

To send a SysEx file to the module (over the **USB port** and **MIDI In**), send it any time from your computer or external MIDI device.

OS

Setting	Description
Trigger OS	This is the version of the trigger firmware.
DSP OS	This is the version of the module's firmware.

Factory Reset / Restore Defaults

To reset to the default settings in Trigger Mode and in the Utility menu, press and hold the **Stop** and **Enter** buttons while powering on the Strike Module.

Appendix

Effects

Effect Name	Parameters					
Off						
Mono Flanger	Rate	Depth	Feedback	Level		
Stereo Flanger	Rate	Depth	Feedback	Level		
Xover Flanger	Rate	Depth	Feedback	Level		
Mono Chorus 1	Rate	Depth	Feedback	Level		
Mono Chorus 2	Rate	Depth	Feedback	Level		
Stereo Chorus	Rate	Depth	Feedback	Level		
XOver Chorus	Rate	Depth	Feedback	Level		
Mono Vibrato	Rate	Depth	Level			
Vibrato	Rate	Depth	Level			
Mono Doubler	Delay	Level				
Doubler	Delay	Level				
Mono Slapback	Delay	Level				
Slapback	Delay	Level				
Mono Delay	Delay	Feedback	Damp	Level		
Delay	Delay L	Feedback L	Delay R	Feedback R	Damp	Level
XOver Delay	Delay L	Delay R	Feedback	Damp	Level	
Ping Pong	Delay	Feedback	Damp	Level		

Technical Specifications

Kits & Sounds	135 preset factory kits > 1,600 instruments (4 GB total) Unlimited user kits, depending on SD card size (see requirements below)	
Display	4.4” / 111 mm (diagonal) 3.8” x 2.2” / 96 x 55 mm (width x height) Full-color LED-backlit display	
Connections	**Inputs**	(13) 1/4” (6.35 mm) TRS inputs (triggers) (1) 1/8” (3.5 mm) stereo input (auxiliary audio device) (1) 5-pin MIDI input
	Outputs	(2) 1/4” (6.35 mm) TRS outputs (main outputs, left & right) (8) 1/4” (6.35 mm) TRS outputs (direct audio) (1) 5-pin MIDI output (1) 1/4” (6.35 mm) stereo output (headphones)
	Other	(1) USB Type-B port (1) SD card slot (see requirements below) (1) power adapter input
Mixer	(12) 45 mm sliders; digital mixer	
SD Card Specifications	**Type**	SDHC
	File System	FAT32
	Class	Class 10
	Size	32 GB (maximum) (8 GB card included)
Power	via power adapter (12 V, 2 A, center-positive, included)	
Dimensions (width x depth x height)	12.0” x 8.0” x 3.0” 30.5 x 20.3 x 7.6 cm	
Weight	3.45 lbs. 1.56 kg	

Specifications are subject to change without notice.

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