# DTXTREME
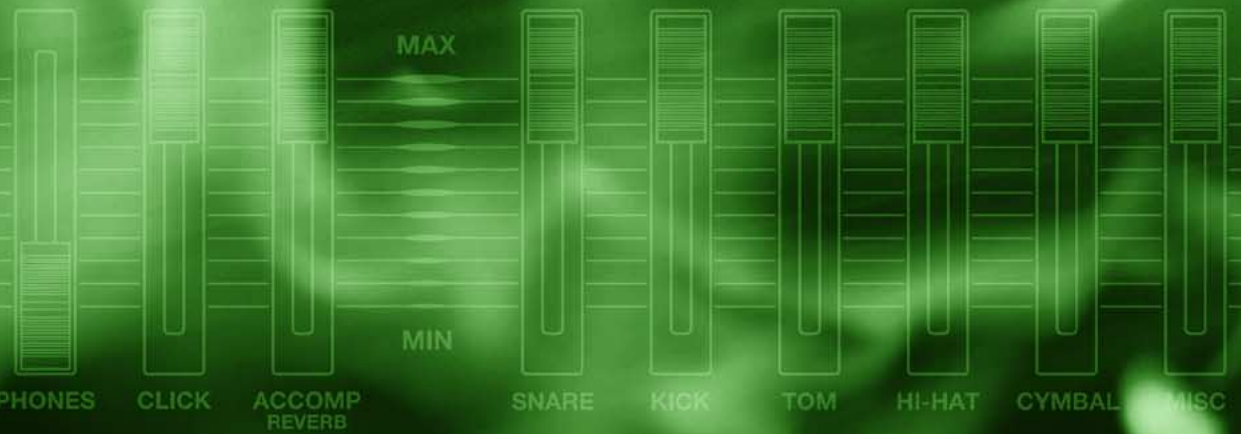## DRUM TRIGGER MODULE

## Owner's Manual
— Basic Section —

**◆YAMAHA**

# SPECIAL MESSAGE SECTION

This product utilizes batteries or an external power supply (adapter). DO NOT connect this product to any power supply or adapter other than one described in the manual, on the name plate, or specifically recommended by Yamaha.

## WARNING:
Do not place this product in a position where anyone could walk on, trip over, or roll anything over power or connecting cords of any kind. The use of an extension cord is not recommended! IF you must use an extension cord, the minimum wire size for a 25' cord (or less ) is 18 AWG. NOTE: The smaller the AWG number ,the larger the current handling capacity. For longer extension cords, consult a local electrician.

This product should be used only with the components supplied or; a cart, rack, or stand that is recommended by Yamaha. If a cart, etc., is used, please observe all safety markings and instructions that accompany the accessory product.

## SPECIFICATIONS SUBJECT TO CHANGE:
The information contained in this manual is believed to be correct at the time of printing. However, Yamaha reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

This product, either alone or in combination with an amplifier and headphones or speaker/s, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
IMPORTANT: The louder the sound, the shorter the time period before damage occurs.

Some Yamaha products may have benches  and / or accessory mounting fixtures that are either supplied with the product or as optional  accessories. Some of these items are designed to be dealer assembled or installed. Please make sure that benches are stable and any optional fixtures (where applicable) are well secured BEFORE using.
Benches supplied by Yamaha are designed for seating only. No other uses are recommended.

## NOTICE:
Service charges incurred due to a lack of knowledge relating to how a function or effect works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owners responsibility. Please study this manual carefully and consult your dealer before requesting service.

## ENVIRONMENTAL ISSUES:
Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals. In keeping with both the letter and the spirit of the law, we want you to be aware of the following:

## Battery Notice:
This product MAY contain a small non-rechargeable battery which (if applicable) is soldered in place. The average life span of this type of battery is approximately five years. When replacement becomes necessary, contact a qualified service representative to perform the replacement.

This product may also use "household" type batteries. Some of these may be rechargeable. Make sure that the battery being charged is a rechargeable type and that the charger is intended for the battery being charged.

When installing batteries, do not mix batteries with new, or with batteries of a different type. Batteries MUST be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

## Warning:
Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area. Note: Check with any retailer of household type batteries in your area for battery disposal information.

## Disposal Notice:
Should this product become damaged beyond repair, or for some reason its useful life is considered to be at an end, please observe all local, state, and federal regulations that relate to the disposal of products that contain lead, batteries, plastics, etc. If your dealer is unable to assist you, please contact Yamaha directly.

## NAME PLATE LOCATION:
The name plate is located on the bottom panel of the product. The name plate lists the product's model number, power requirements, and other information. The serial number is located on the bottom panel. Please record the model number, serial number, and date of purchase in the spaces provided below, and keep this manual as a permanent record of your purchase.

**Model** _____

**Serial No.** _____

**Purchase Date** _____

# PLEASE KEEP THIS MANUAL

92-BP  (others)

# FCC INFORMATION (U.S.A.)

# PRECAUTIONS

## *PLEASE READ CAREFULLY BEFORE PROCEEDING*

\* Please keep these precautions in a safe place for future reference.

## ⚠ *WARNING*

**Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:**

- Do not open the instrument or attempt to disassemble the internal parts or modify them in any way. The instrument contains no user-serviceable parts. If it should appear to be malfunctioning, discontinue use immediately and have it inspected by qualified Yamaha service personnel.

- Do not expose the instrument to rain, use it near water or in damp or wet conditions, or place containers on it containing liquids which might spill into any openings.

- If the AC adaptor cord or plug becomes frayed or damaged, or if there is a sudden loss of sound during use of the instrument, or if any unusual smells or smoke should appear to be caused by it, immediately turn off the

power switch, disconnect the adaptor plug from the outlet, and have the instrument inspected by qualified Yamaha service personnel.

- Use the specified adaptor (PA-5C, PA-D12 or an equivalent recommended by Yamaha) only. Using the wrong adaptor can result in damage to the instrument or overheating.

- Before cleaning the instrument, always remove the electric plug from the outlet. Never insert or remove an electric plug with wet hands.

- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.

## ⚠ *CAUTION*

**Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the instrument or other property. These precautions include, but are not limited to, the following:**

- Do not place the AC adaptor cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.

- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord.

- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.

- Unplug the AC power adaptor when not using the instrument, or during electrical storms.

- Before connecting the instrument to other electronic components, turn off the power for all components. Before turning the power on or off for all components, set all volume levels to minimum. Also, be sure to set the volumes of all components at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.

- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration or damage to the internal components.

- Do not use the instrument near other electrical products such as televisions, radios, or speakers, since this might cause interference which can affect proper operation of the other products.

- Do not place the instrument in an unstable position where it might accidentally fall over.

- Before moving the instrument, remove all connected adaptor and other cables.

- When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths. Also, do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.

- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.

- Use only the stand/rack specified for the instrument. When attaching the stand or rack, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.

- Do not operate the instrument for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

### ■ REPLACING THE BACKUP BATTERY

- This instrument contains a non rechargeable internal backup battery which permits internal data to remain stored even when the power is off. When the backup battery needs replacing, the message "Battery voltage is low" will display in the LCD. When this happens, immediately back up your data (using an external device such as the floppy disk-based Yamaha MIDI Data Filer MDF3), then have qualified Yamaha service personnel replace the backup battery.

- Do not attempt to replace the backup battery yourself, in order to prevent the possible serious hazards. Always have qualified Yamaha service personnel replace the backup battery.

- Never place the backup battery in a location that a child can reach, since a child might accidentally swallow the battery. If this should happen, consult a physician immediately.

### ■ SAVING USER DATA

- Always save data to a Memory Card (SmartMedia) frequently, in order to help prevent the loss of important data due to a malfunction or user operating error.

- Save all data to an external device such as the Yamaha MIDI Data Filer MDF3, in order to help prevent the loss of important data due to a malfunction or user operating error.

> Yamaha cannot be held responsible for damage caused by improper use or modifications to the instrument, or data that is lost or destroyed.

Always turn the power off when the instrument is not in use.

# Introduction

Thank you for purchasing the Yamaha DTXTREME Drum Trigger Module.  The new DTXTREME drum trigger module incorporates the highly acclaimed AWM2 tone generator and music sequencer.  With all its features, the DTXTREME offers the drummer one of the best solutions for practicing at home, rehearsing in studio, and performing on stage.  To fully enjoy your new instrument, please read this manual thoroughly.  Also, keep this manual in a convenient location for future reference.

# About Manuals

There are two separate manuals provided for the DTXTREME: Basic Section and Reference Section.  For you to get better informed about the DTXTREME, each manual is intended as follows:

## Basic Section

Introduces how to set up the DTXTREME and its basic operations, as well as how to use the main features of the instrument.

## Reference Section

Gives detailed explanations of how the DTXTREME is configured as a system and how to operate each function of the instrument.  You can use this manual as you would a dictionary. The TOC (table of contents) and Index pages are helpful for looking up specific terms or functions described in this manual.
Also, cross-references are provided in this manual to help you locate additional information related to a specific topic.

## Legends

Each manual uses the following symbols to indicate what kind of information is described.
**NOTE** – Describes additional information of a topic.
**!** – Read these points carefully since the operation may result in loss of data or damage to the instrument itself.

# Contents of the Package

- DTXTREME
- AC power adapter (PA-5C or PA-D12)
- Owner's Manual
    — Basic Section (this booklet)
    — Reference Section
- Warranty card

# Features

The DTXTREME is designed for professional drummers and sports flexible drum-triggering features, a 64-note polyphonic tone generator that conforms to the GM System Level 1 standard, a music sequencer that enables the recording and playback of rhythm or accompaniment patterns, as well as the creation of an entire song. The instrument is ideal for live performance, rhythm training, music creation and recording in a studio, and so on.

## Drum Triggering

■ Flexible external controls via 16 trigger input jacks, hi-hat controller jack, and footswitch jack. These jacks can connect to any Yamaha triggering gear including traditional DTX/DTXPRESS drum pads, DT series trigger pickups, and the latest drum pads with real drum heads.

■ Combined with the latest drum pads, the DTXTREME can enable buzz roll that require high sensitivity and a wide dynamic range.

■ Freely-adjustable trigger inputs. Each trigger input can be edited to suit the input device (type) connected to the jack, how sensitive it should be, and so on.

■ Freely-assignable voices. Using MIDI note numbers, each trigger input can be assigned a specific voice from the internal tone generator. A set of trigger-to-voice configurations can be stored as a "drum kit." The DTXTREME stores up to 40 drum kits internally and up to 99 externally on Memory Card. Also, the DTXTREME comes with 60 preset drum kits.

■ Each trigger input can be set to play several MIDI note numbers simultaneously or sequentially, enabling the playing of chords or melodic phrases, or even drum patterns with a single pad.

■ Some drum kits are available with position sensing. Position sensing lets you recreate the sound of an actual snare drum with added realism.

## Tone Generator

■ A variety of high-quality sounds (voices) in a 64-note polyphonic AWM2 (PCM) tone generator that conforms to the GM System Level 1 standard.

■ Preset voices include 1757 drum or percussion sounds and 128 keyboard sounds. The DTXTREME drum voices include, of course, the great Yamaha drums (Maple Custom series, Recording Custom series, and so on), plus the latest samples and looped sounds, promising to inspire a drummer's creative mind.

■ Each drum voice can be edited using various parameters for effects, volume, pan, pitch, and so on.

■ A special snare drum voice offers detailed edits like choice of head material, strainer tension, muffling (muting) method in addition to normal edits.

## Effects

■ High-quality digital reverb and chorus are provided as System effects. A versatile pair of separate Insertion effects is also provided with 44 effect types.

■ The localizer provides a three-dimensional (3D) stereo effect that simulates natural sound when monitored with stereo headphones.

# Music Sequencer

■ Simple and easy 2-track sequencer that can be used for the real-time recording of your performance or external sequence data as user songs. Each track can contain several MIDI channels (1 to 16). Since the DTXTREME can sync with an external sequencer, you can start recording by simply hitting a drum pad or the Start button on the DTXTREME or an external sequencer. The sequencer also offers step recording so that you can create or edit a song step-by-step while watching the displayed information on the DTXTREME.

■ A wide variety of 164 preset songs. Also, the DTXTREME stores up to 32 user songs internally and up to 99 externally on the Memory Card.

■ Step recording feature allows for entering or editing the song data step by step.

■ Selective playback feature. As you can simply mute the drum or any other part in a song while controlling the volume of each part, this is ideal for a "minus-one" setting for practice and so on.

■ Groove check feature that measures timing accuracy when hitting the pads. This is also useful for practicing and so on.

■ Click feature for playing with the sequencer. You can choose a click sound separately from the drum kit settings.

# Easy Operations and Performance controls

■ Chain play feature that can play drum kits and songs in a specified order.

■ Backlit LCD display and LED display. Also, 5 Data Control knobs on the DTXTREME front panel ensure accessibility to parameters shown in the LCD display.

■ Stereo outputs and 6 individual outputs that are convenient for sending a specific sound (snare drum, bass drum, tom, or so on) in parallel to an external mixer for further processing.

■ Top-panel volume slider controls that easily adjust the volume balance between instruments or parts (drum kit, accompaniment, and click). These slider controls can even be used to adjust the reverb return level for an entire drum kit, and the reverb send level for each instrument in the kit. This simplifies the process of adjusting the reverb settings to suit the acoustics of your surroundings. Two more dedicated slider controls are also provided for adjusting headophones and click (metronome) volumes.

# Interfaces and Expandability

■ MIDI (IN, OUT, THRU) and TO HOST terminals offer connectivity between the DTXTREME and external MIDI devices and a personal computer for further applications when using these devices together. However, the TO HOST and MIDI terminals cannot be used at the same time (you need to select which to use by the HOST SELECT switch).

■ AUX IN stereo jack that can be connected to an audio player (CD, MD, tape, etc). Playback on that player can be monitored using headphones and output from the stereo outputs of the DTXTREME.

■ Memory Card (SmartMedia) compatible. You can use the Memory Card to store and read data including drum kits, songs, and chain. The Memory Card can also be used to supply waveform data in AIFF format for sound expansion on the DTXTREME.

# Table of Contents

# Panel Descriptions

## Front Panel

**❷ LED display**
Indicates the current drum kit number or tempo value.

**❺ Page Up and Down (▲/▼) buttons**
In each edit mode, you can go to the next edit page by pressing Up (▲) or to the previous page by pressing Down (▼). Each edit mode has a different number of edit pages. Holding down either button to scroll forward or backward between the pages.

**❻ SHIFT button**
Press this in combination with the front panel buttons and sliders to change their function. When pressed while turning a Data Control knob, the associated parameter value changes in larger increments.

**❼ RHYTHM/INS button**
During song playback, pressing this button activates or inactivates playback of the rhythm part. During step recording, it is used to insert data at the cursor point.

**❽ BASS/DEL button**
During song playback, pressing this button activates or inactivates playback of the bass part. During step recording, it is used to delete data at the cursor point.

**❾ OTHERS button**
During song playback, pressing this button activates or inactivates playback of parts other than rhythm and bass parts.

**❿ CLICK button**
Pressing this button activates or inactivates playback of the click (metronome) sound. By pressing this button while holding down the SHIFT button, you can enter Tap Tempo mode.

**⓫ Top button**
Pressing this button moves the playback point to the beginning of a song. By pressing this button while holding down the SHIFT button, you can enter Groove Check mode.

**⓬ Rewind button**
Pressing this button moves the playback point to the previous measure. Pressing this button during song playback pauses playback. Pressing the button a second time resumes song playback from the stopped point.

**⓭ Start/Stop button**
Pressing this button starts or stops playback or recording of a song. Pressing this button during song playback pauses playback. Pressing the button a second time resumes song playback from the stopped point.

**⓮ Forward button**
Pressing this button moves the playback point to the next measure. This button does not work during song playback.

**⓯ Record button**
Press this button to enter recording standby. You can start recording in several ways.

**❶ Liquid crystal display or LCD**
Shows information and data when operating the DTXTREME.
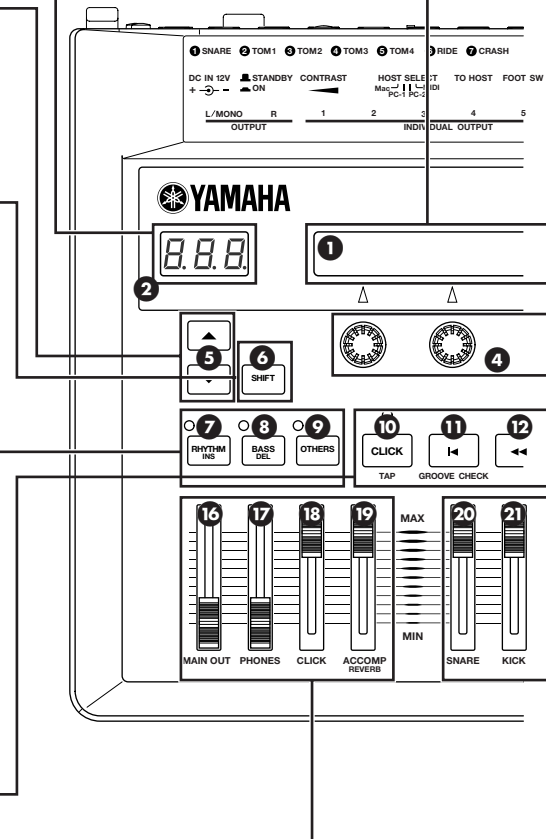
**⓰ MAIN OUT slider**
Adjusts the final output volume from the DTXTREME as well as the output level from the OUTPUT L (MONO) and R jacks.

**⓱ PHONES slider**
Adjusts the output volume level from the PHONES jack.

**⓲ CLICK slider**
Adjusts the playback volume of the click sound while adjusting the output level from the jack assigned to output the click sound.

**⓳ ACCOMP/REVERB slider**
Adjusts the accompaniment volume except for rhythm sounds (MIDI channel 10) while adjusting the output level from the jacks assigned to output each voice used for accompaniment. Also, moving this slider while holding down the SHIFT button can control the entire return level of the reverb effect.

**❹ Data Control knobs**
Use these knobs to set parameters shown in the LCD. Each knob is associated with the parameter above it (in the display). If there is no associated parameter in a certain display (edit page), the knob will not work in that page.

**❸ Sound button**
You can press this button to audition a target voice while editing in Trigger Edit mode or Drum Kit Voice Edit mode, just like hitting a pad for the target voice.

**㉖ PLAY button**
Press this button to enter Drum Kit Play mode.

**㉗ TRIGGER button**
Press this button to enter Drum Kit Trigger Edit mode.

**㉘ CHAIN button**
Press this button to enter Chain Play mode. You can enter Chain Edit mode by pressing this button in Chain Play mode.

**㉙ VOICE button**
Press this button to enter Drum Kit Voice Edit mode.

**㉚ SONG JOB button**
Press this button to enter Song Job mode.

**㉛ EFFECT button**
Press this button to enter Drum Kit Effect Edit mode.

**㉜ UTILITY button**
Press this button to enter Utility mode.

**㉝ STORE button**
Press this button to enter Drum Kit Store mode or Chain Store mode (depending on the mode in which you press this button, Drum Kit mode or Chain mode).

**㉞ EXIT/NO button**
Press this button to exit from each mode (to enter Drum Kit Play mode), or to cancel an operation when a confirmation message is shown in the LCD.

**㉟ ENTER/YES button**
Press this button to determine a parameter value, or to execute an operation when a confirmation message is shown in the LCD.

**⓴ SNARE slider**
Adjust specifically the snare drum volume in a drum kit. Also, moving this slider while holding down the SHIFT button can control the reverb send level for the snare drum or the output level to the INDIVIDUAL OUTPUT 1 jack*.

**㉑ KICK slider**
Adjust specifically the bass drum volume in a drum kit. Also, moving this slider while holding down the SHIFT button can control the reverb send level for the bass drum or the output level to the INDIVIDUAL OUTPUT 2 jack*.

**㉒ TOM slider**
Adjust specifically the volume of the toms in a drum kit. Also, moving this slider while holding down the SHIFT button can control the reverb send level for toms or the output level to the INDIVIDUAL OUTPUT 3 jack*.

*See page 72 in the Reference Section manual.

**㉓ HI-HAT slider**
Adjust specifically the hi-hat volume in a drum kit. Also, moving this slider while holding down the SHIFT button can control the reverb send level for hi-hats or the output level to the INDIVIDUAL OUTPUT 4 jack*.

**㉔ CYMBAL slider**
Adjust specifically the cymbal volume in a drum kit. Also, moving this slider while holding down the SHIFT button can control the reverb send level for ride and crash cymbals or the output level to the INDIVIDUAL OUTPUT 5 jack*.

**㉕ MISC slider**
Adjust the volume for miscellaneous rhythm or percussion sounds other than snare and bass drums, toms, hi-hats, and ride/crash cymbals. Also, moving this slider while holding down the SHIFT button can control the reverb send level for those miscellaneous sounds or the output level to the INDIVIDUAL OUTPUT 6 jack*.

# Rear panel

**HI-HAT CONTROL jack**
Connect a foot controller for hi-hats (Yamaha HH80A or HH60) to this jack. You can also specify the foot controller function for MIDI control in Drum Trigger Edit mode.

**INDIVIDUAL OUTPUT 1 – 6 jacks**
Each of these jacks can output any specified voice (such as snare drum, bass drum, tom, or so on) separately so that you can send it to other external equipment such as a mixer for further processing. Any voice can be assigned to the individual output in Drum Kit Voice Edit mode. If you want to output the click sound from one of these outputs, it is possible in Utility mode.

**MIDI IN, THRU, and OUT ports**
MIDI IN can receive MIDI messages sent from an external MIDI device. MIDI THRU can output (redirect) the same MIDI messages received at MIDI IN. MIDI OUT can output MIDI messages generated in the DTXTREME, such as a drum kit performance or operations using panel controls, to an external MIDI device. Using these MIDI jacks, you can configure a large MIDI system including the DTXTREME, other MIDI tone generators, sequencers, and so on.

**INPUT ATTENUATION switches**
Each DIP switch corresponds to a trigger input jack and adjusts the input level of a trigger signal from a drum pad connected to that jack. This is useful when connecting different types of trigger devices (drum pads and trigger sensors) to the DTXTREME. Raise the DIP switch to boost (increase) the trigger signal level.

**Trigger inputs: 9/10 KICK, 11/12, 13/14, 15/16**
Each of these trigger input jacks is designed to accept two separate trigger signals from two "mono" pads connected using a Y-type cable with a stereo phone plug at the DTXTREME end and two mono phone plugs at the pads' ends. If connected using a mono cable (with a mono phone plug at each end), the trigger signal will be routed only to odd-numbered inputs (9, 11, 13, or 15).

> **NOTE** Due to crosstalk (interference), it is not practical to input two separate trigger signals by connecting a pad with a rim switch (Yamaha TP80S or PCY80S) to one of these trigger inputs using a stereo cable (with a stereo phone plug on each end). Hitting the pad will generate two trigger signals together, resulting in two different voices playing in "sync." Except when you intend for such effects, simply connect that pad using a mono cable, or disable the "trigger-to-MIDI-note-number" setting for even-numbered inputs (10, 12, 14, or 16) if you still use a stereo cable to connect that pad.
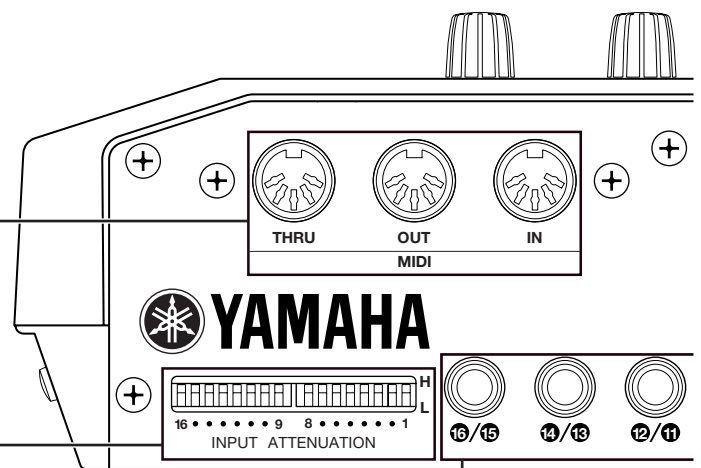
**Trigger inputs: 1 SNARE, 2 TOM 1,… 8 HI-HAT**
Each of these trigger input jacks is designed to accept two separate trigger signals from a single "stereo" pad (Yamaha RHP120SD, RHP120, RHP100, RHP80, TP80S or PCY80S) connected using a stereo cable. If connected using a mono cable, only the trigger signal generated on the pad (not on the rim) will be accepted.

> **NOTE** If connecting a "stereo" pad using a mono cable, avoid reconnecting the cable while the DTXTREME is turned on. Otherwise, the switch function may not work properly due to the reversed phase on the trigger input jack. If this is the case, turn the DTXTREME off, and then on after reconnection.
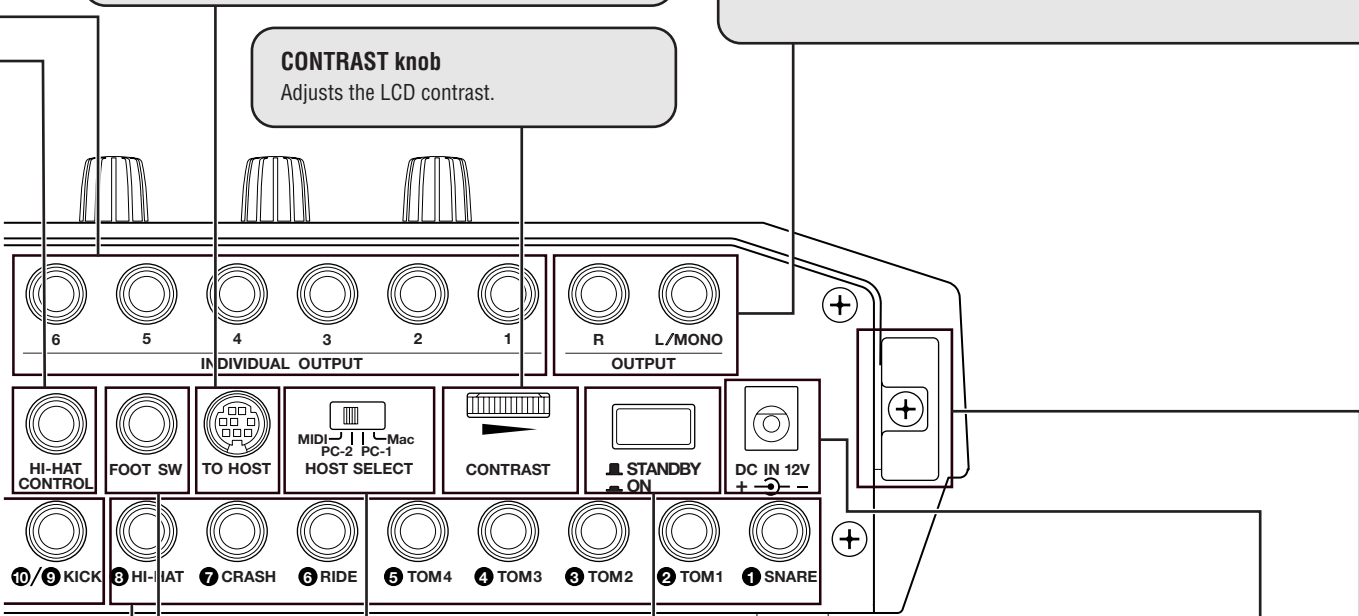
**TO HOST serial port**
This port can connect to the serial port on a personal computer using an optional cable. With this serial connection, the DTXTREME can directly transfer MIDI messages to/from the computer while working as MIDI interface to external MIDI devices.

**OUTPUT L/MONO and R jacks**
Outputs mixed audio signals from the DTXTREME to other audio equipment (amp, mixer, or so on). These outputs are unbalanced so you may need a pair of shielded cables (with a 1/4-inch phone plug on one or both ends). Connect those cables to both L/MONO and R jacks if you want to output in stereo. Connect only to the L/MONO jack if you want to output in mono.

**CONTRAST knob**
Adjusts the LCD contrast.

6   5   4   3   2   1
**INDIVIDUAL  OUTPUT**

R   L/MONO
**OUTPUT**

**HI-HAT CONTROL**   **FOOT  SW**   **TO HOST**   MIDI — PC-2 PC-1 — Mac  **HOST SELECT**   **CONTRAST**   **STANDBY ON**   **DC IN 12V** + ─●─ ─

⑩/⑨ KICK   ❽ HI-HAT   ❼ CRASH   ❻ RIDE   ❺ TOM4   ❹ TOM3   ❸ TOM2   ❷ TOM1   ❶ SNARE

**HOST SELECT switch**
Switch the TO HOST port setting to match the computer connected to the port, so that the DTXTREME can appropriately transfer MIDI messages to/from the computer.

**STANDBY/ON switch**
Turns the DTXTREME on or off.

**DC IN socket**
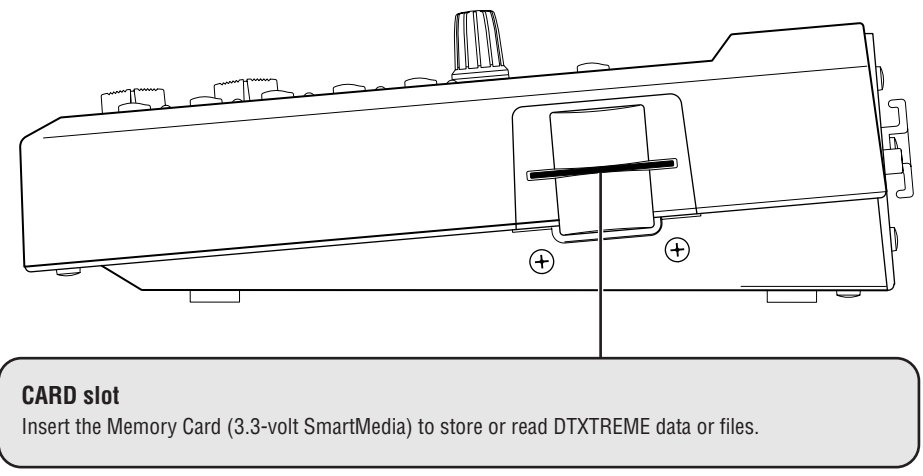Connect the supplied AC power adapter here.

**FOOT SW jack**
Connect a footswitch (Yamaha FC4 or FC5) to this jack. You can specify the footswitch function in Drum Trigger Edit mode.

**Cable hook**
Fix the power cable here to ensure that the AC power adapter plug will not come loose.

**PHONES jack**
Connect headphones to this jack to monitor the DTXTREME sounds.

PHONES

AUX IN

AUX IN VOL

**AUX IN jack**
Connect this stereomini jack to the line output jacks on an external audio device to monitor CD, MD, or tape sounds from that device on the DTXTREME. It is useful when you want to play with such audio sources.

**AUX IN VOL control**
Adjusts the output volume of an audio source connected to the AUX IN jack.

**CARD slot**
Insert the Memory Card (3.3-volt SmartMedia) to store or read DTXTREME data or files.

# Connections

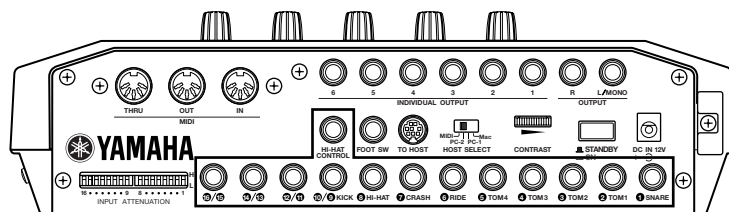❗ To avoid risking electric shock and/or damage to your equipment, turn off the DTXTREME and devices before making connections.
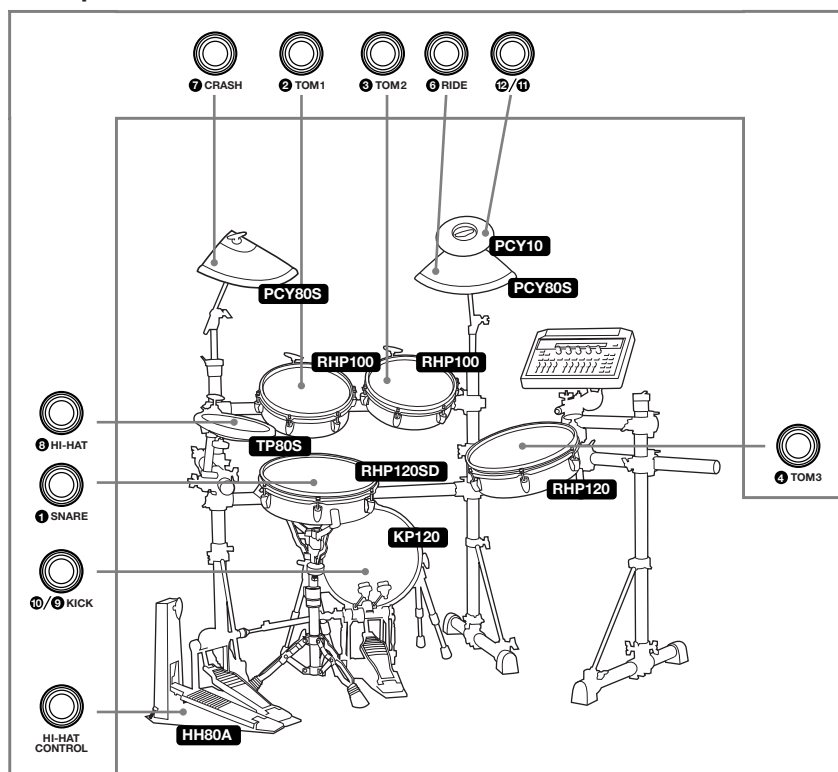
## Connecting to Trigger Inputs

### Using Drum Pads

It is recommended to first set up the drum pads in the rack to avoid misconnections (like connecting a tom pad to the SNARE input), and then connect each pad to the appropriate trigger input jack on the DTXTREME rear panel.



Example 1

**Example 2**

❼CRASH  ❷TOM1  ❿/❾KICK  ❸TOM2  ⑫/⑪

PCY10

PCY80S

PCY80S

RS95

RHP80  RHP80

RIDE ❻

❽HI-HAT

KP120

DTXTREME

TP80S

RHP80

SNARE ❶

RHP120SD

TOM3 ❹

HI-HAT
CONTROL

HH60

---

**Example 3**

❼CRASH  ❷TOM1  ❿/❾KICK  ❸TOM2  ⑫/⑪

PCY10

PCY80S

PCY80S

RS80

TP80S  TP80S

RIDE ❻

❽HI-HAT

KP60

DTXTREME

TP80S

SNARE ❶

RHP120SD

TP80S

TOM3 ❹

HI-HAT
CONTROL

HH60
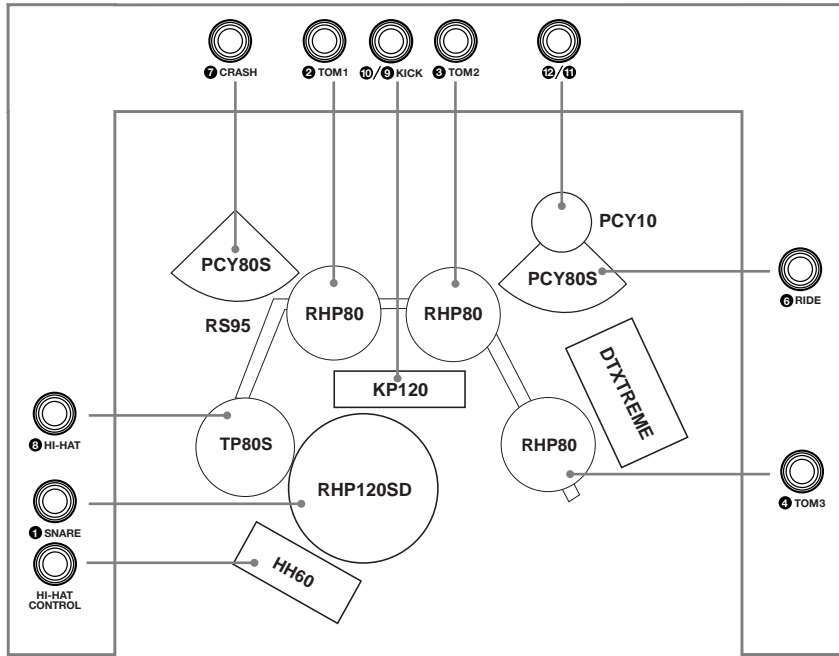
● After connecting pads, go to the [UT 6] TrgSet and set the pad type (page 73, Reference Section).
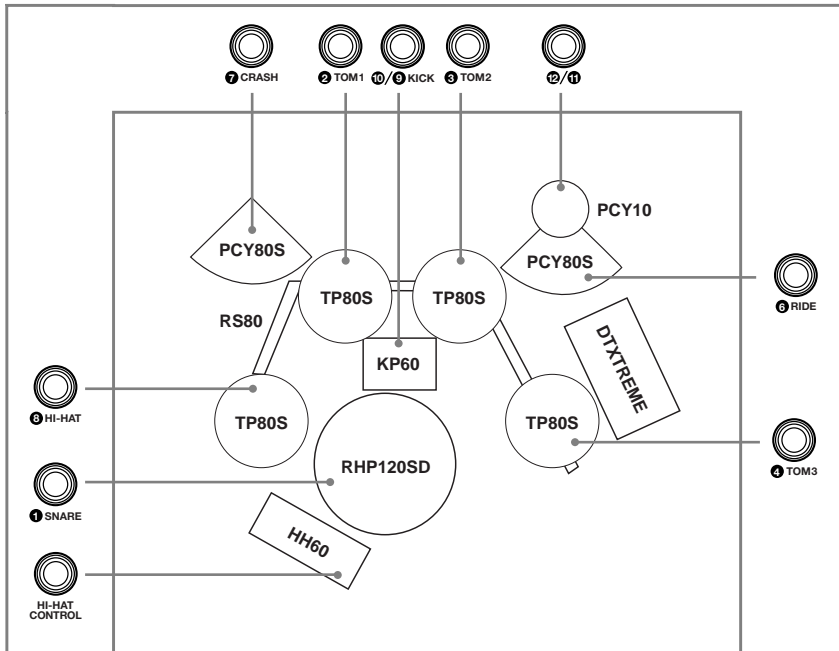
● Inputs 1 to 8 are all stereo inputs.  You can connect the TP80S, RHP80/100/120(SD) and other pads which have a rim.

● Inputs 9/10, 11/12, 13/14 and 15/16 are all stereo jacks with separate trigger inputs for each jack's left and right channels.  It is recommended you use one of these inputs when connecting a BP-80 bar pad.  If you use a stereo-to-dual-mono splitter cable, two trigger inputs can be used.  Even if you connect a TP80S, PCY80S or other pad with a rim switch, the rim sound will not be output.  However, if you connect an RHP80/100/120 (SD) using a stereo cable, both the pad and rim sounds will be output.

● The INPUT ATTENUATION switch applies to inputs 1 to 16 and lets you select sensitivity. When set to "L," the sensitivity is lower and this setting applies to all pads.  When set to "H," the sensitivity is higher and this setting applies to the DT10 and other drum triggers.

● You can connect a HH80S, HH80, HH60 or other hi-hat controller to the FOOT SWITCH jack and use it as a kick pedal (page 38, Reference Section).



16/15   14/13   12/11   10/9 KICK

TP80
TP60

PCY-10

PCY80
PCY60

RHP100
RHP80       etc.
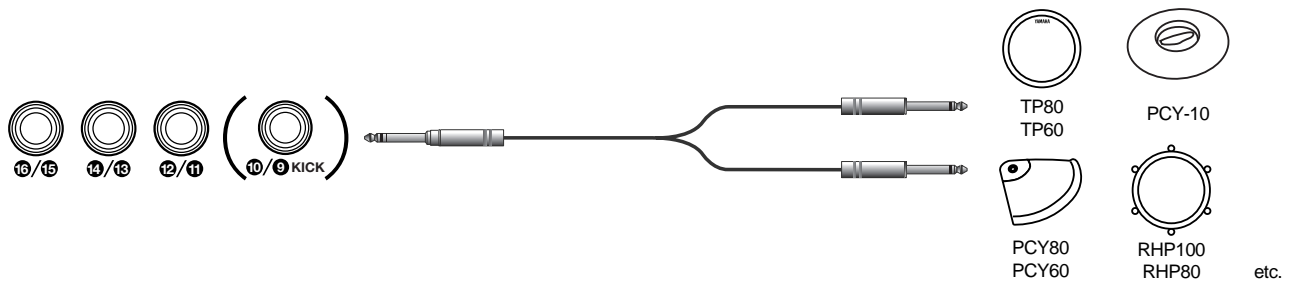
# Using Drum Triggers and Pads

Optional Yamaha DT-series drum triggers are ideal for connecting acoustic drums to the DTXTREME as triggering devices.  Combining these triggers with drum pads, you can set up a hybrid set of electronic and acoustic drums.  First set up the drum pads and acoustic drums equipped with DT triggers, and then connect each pad or trigger to the appropriate trigger input jack on the DTXTREME rear panel.

**NOTE** Regarding trigger sensitivity, a trigger input jack connected to the DT trigger should be configured for the drum trigger (page 26, Reference Section).
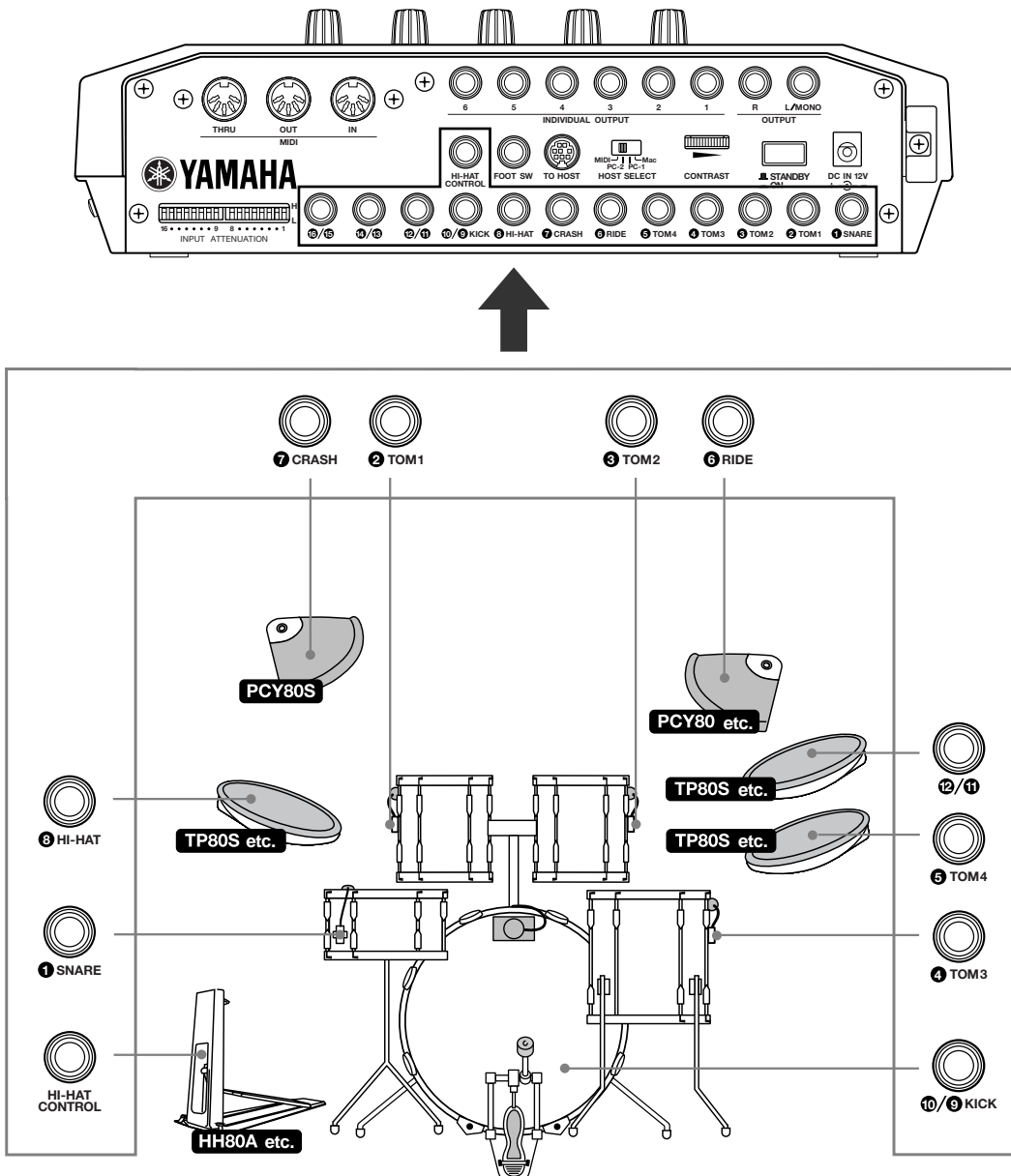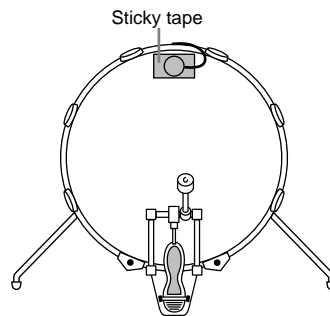
# Attaching a Drum Trigger Pickup

To use acoustic drum as a triggering device, a Yamaha DT-series drum trigger needs to be attached.  Attach it properly as described below.

## To the Bass Drum

Attach the sensor portion of the trigger near the rim on the batter head.  Ensure that the sensor does not touch the rim.

Sticky tape

## To the Snare Drum

Attach the sensor portion of the trigger near the rim at the opposite end to the player, on the batter head.  Ensure that the sensor does not touch the rim.

Sticky tape

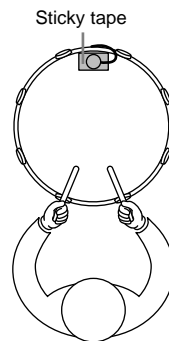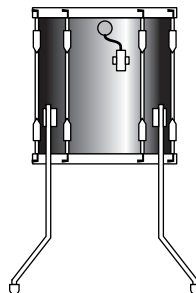## To the Tom

Attach the sensor portion of the trigger near the rim on the shell.  Ensure that the sensor does not touch the rim or other parts in the drum kit (snare drum, other toms, percussion instruments, or so on).

# Detaching a Drum Trigger Pickup

You need to detach the trigger when replacing the drum head.  Before removing the head, unstick the sensor portion of the trigger carefully using a knife or similar object.  Be careful not to pull the cord.
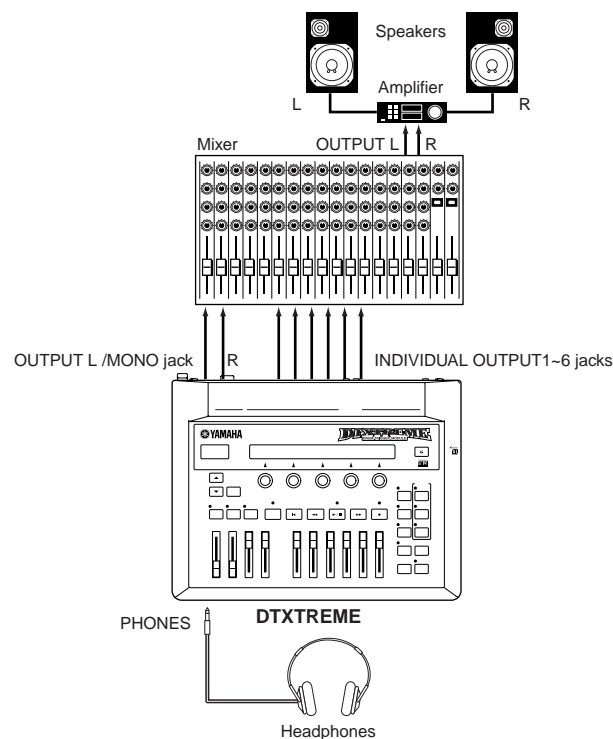
### Handling the Drum Trigger Pickups
* First remove dust or oily dirt from the batter head or drum shell (where you will stick the sensor) using alcohol or a detergent, and then stick the sensor.
* Cover the sensor and cord with tape to avoid disconnection that may be caused by drum vibrations.
* Double-triggering may occur if the drum head is tuned to produce a sustained sound or irregular vibrations.  If this is the case, change the tuning or mute the head to avoid unnecessary vibrations.  It is recommended to use the ring mute.
* When sticking the sensor back on, remove old remnants of tape completely and then re-attach it using new tape.  Such remnants may cause problems regarding trigger sensitivity (no or bad triggering, double triggering, or so on).

# Connecting to Audio Equipment

To output the DTXTREME sounds for recording or live performance, it should be connected to an external audio device such as mixer or recorder.  Simply connect the master output jacks (OUTPUT L (MONO) and R) on the DTXTREME rear panel to the audio equipment.  You can then play the DTXTREME sounds from speakers or record them to a recorder.  Since the DTXTREME not only has the master outputs, but also 6 individual outputs (INDIV.OUT 1-6), you can separately control up to 8 parts when they are sent to an external mixer using all these outputs.

## Monitoring through Mixer and Amplifier

## Monitoring using Powered Speakers

Powered Speaker (L)          Powered Speaker (R)

INPUT          INPUT

OUTPUT L /
MONO jack          OUTPUT R jack

**DTXTREME**

PHONES

Headphones

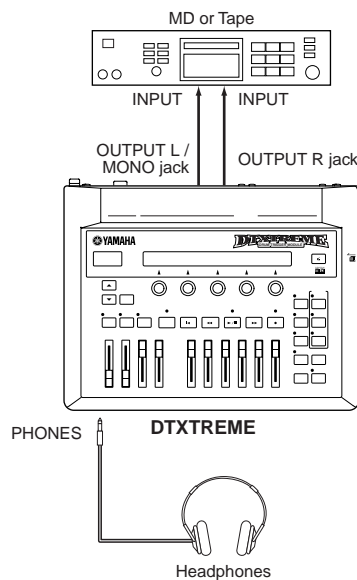## Recording to MD or Tape

MD or Tape

INPUT          INPUT

OUTPUT L /
MONO jack          OUTPUT R jack

**DTXTREME**
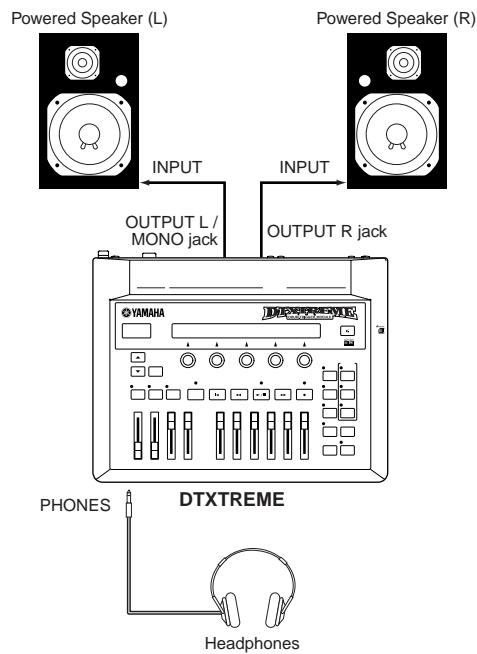
PHONES

Headphones

**♪ NOTE** The sound monitored through the PHONES jack (using headphones) is identical to that output from the OUTPUT L/MONO and R jacks. Since the sound output from INDIVIDUAL OUTPUT 1-6 are not routed to OUTPUT L/MONO) and R, you cannot monitor those sounds through headphones. In addition, connecting headphones to the PHONES jack does not mute sounds from the OUTPUT L/MONO and R jacks.

**♪ NOTE** All audio output jacks are mono except the stereo PHONES jack. Use a standard 1/4" phone plug for audio connections.

**♪ NOTE** When connecting the master output to a mono audio device, connect only to the OUTPUT L (MONO) jack.

## Using the AUX IN Jack

The AUX IN jack on the DTXTREME rear panel offers simple mixing of an external stereo audio source (CD, MD, tape, or so on) and the DTXTREME sounds. Mixed sounds will be output from the OUTPUT L/MONO and R jacks. The AUX IN VOL control can adjust the output volume of the external audio, making it easy to balance the DTXTREME sounds and the external audio.
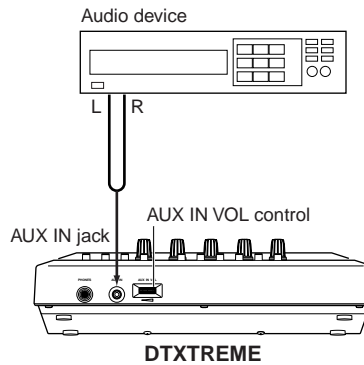


**NOTE** The AUX IN has a stereo mini-jack. Use a 1/8" stereo plug for audio connections.

# Connecting to MIDI Equipment

The DTXTREME can connect to external MIDI devices using MIDI cables. Through MIDI connections, the DTXTREME can control external MIDI devices or, conversely, external MIDI devices such as a keyboard or sequencer can control (play) the DTXTREME tone generator. Here are several MIDI connection examples.

**NOTE** Each example described below needs the HOST SELECT switch on the DTXTREME rear panel to be set to "MIDI" to enable the outputting of performance information generated on the DTXTREME.

## Example 1: Controlling the DTXTREME from a MIDI Keyboard or Sequencer
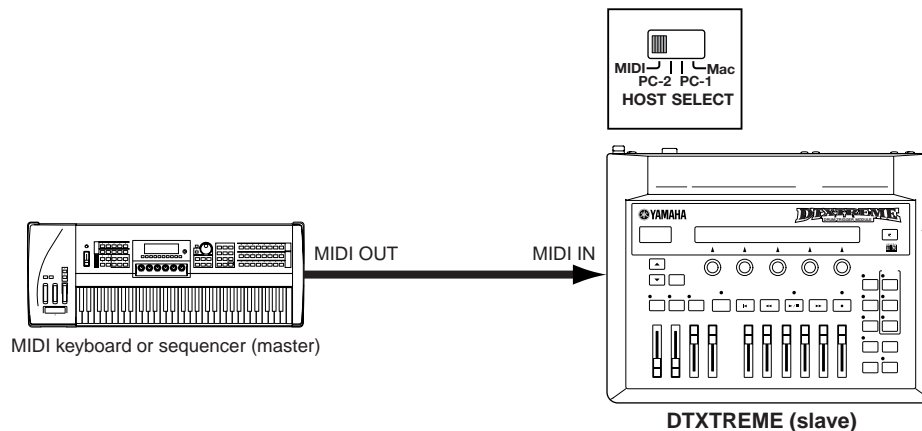
## Example 2: Controlling a MIDI Keyboard or Sequencer from the DTXTREME
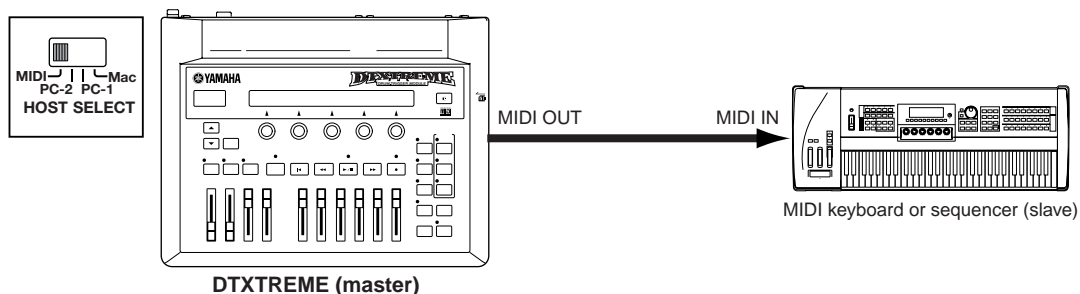


## Example 3: Playing the DTXTREME tone generator from a MIDI Sequencer and Recording a DTXTREME Performance onto a MIDI Sequencer



## Example 4: Controlling Multiple MIDI Devices via MIDI THRU



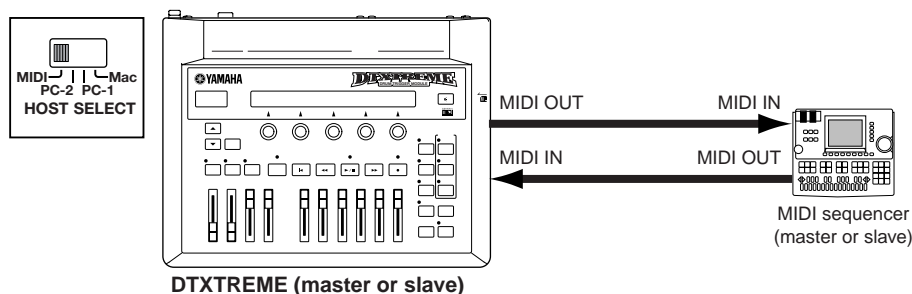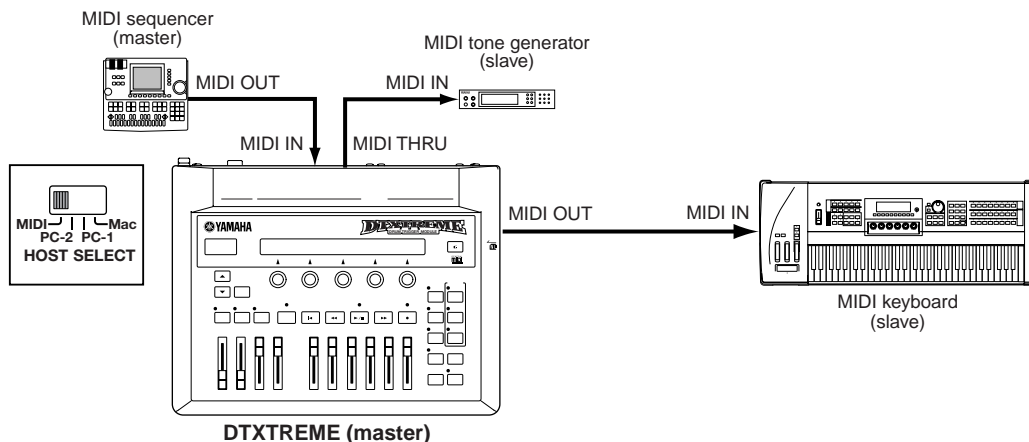In this example, the DTXTREME outputs performance information from MIDI OUT while outputting from MIDI THRU the same MIDI data received from the MIDI sequencer.

**DNOTE** Always use a standard MIDI cable (up to 15 meters in length) for MIDI connections. When connecting using MIDI THRU, do not connect more than 3 MIDI devices in series. To connect more devices together, consider using a MIDI THRU box to connect the devices in parallel. Note that too long MIDI cables or too many THRU connections may result in malfunction or communication errors between the MIDI devices.

# Connecting to a Personal Computer

Since the DTXTREME's TO HOST port can directly connect to the computer's serial port, the DTXTREME can transfer MIDI data to/from the computer while working as a MIDI interface for other MIDI devices.

You can connect the DTXTREME to the computer in two ways:

**1.** DTXTREME's TO HOST directly connected to the computer's serial port.

**2.** DTXTREME's MIDI IN and OUT connected to an external MIDI interface that is connected to the computer's serial port.

Actual connection methods are different depending on the computer platform.

## Using the TO HOST Port
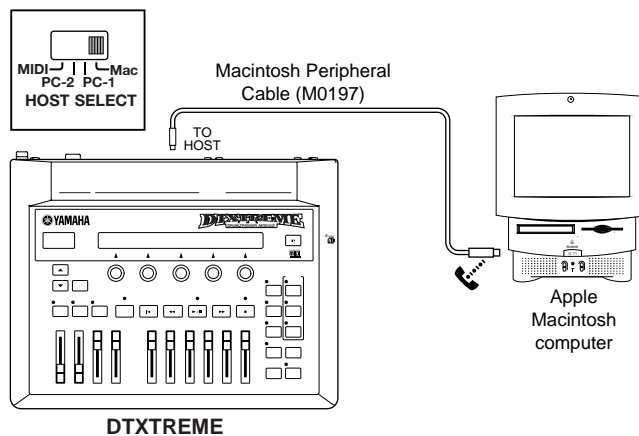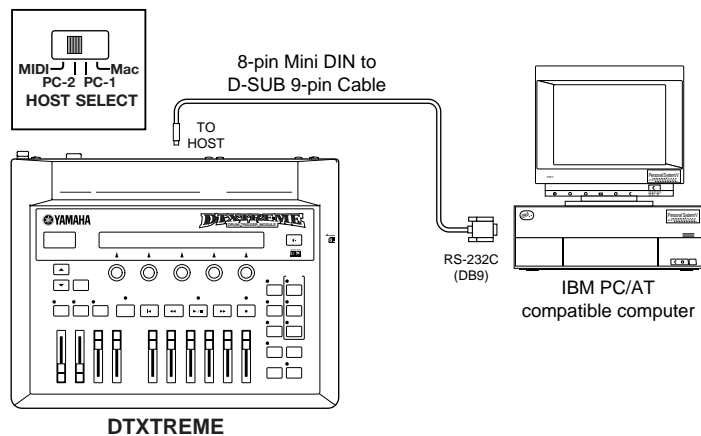
# Using a MIDI Interface

## Computer's Built-in MIDI Interface
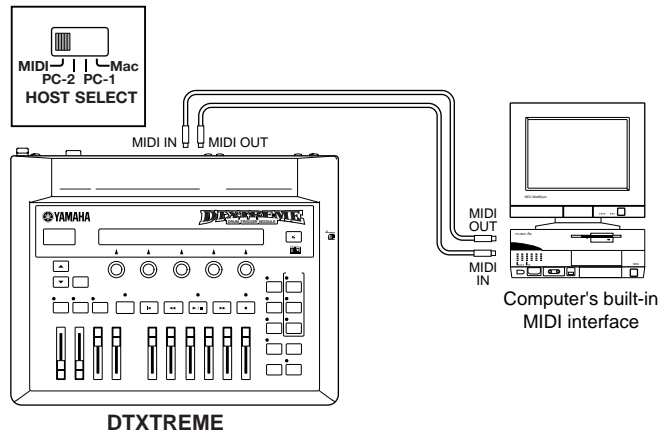


**DTXTREME**

## External MIDI Interface
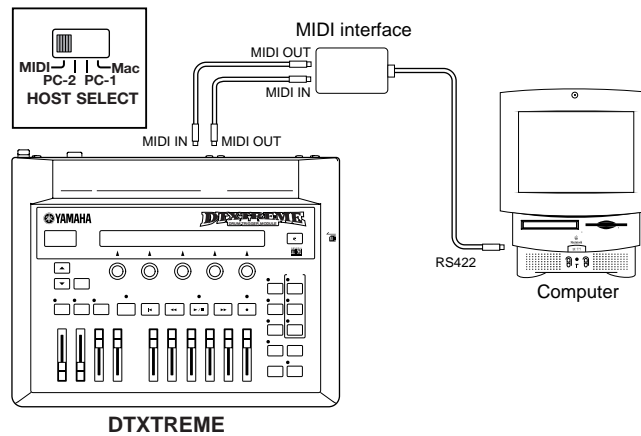


**DTXTREME**

**NOTE** You need appropriate MIDI application software designed for your computer.

**NOTE** If your computer has a USB port instead of a serial port, you cannot directly connect the DTXTREME's TO HOST port to the computer. A USB-to-MIDI interface such as the Yamaha UX256 will let you connect the DTXTREME's MIDI IN and OUT. Refer to the manual that comes with the interface for details about connections.

# Power

## Connecting to Power Source

Make sure that the DTXTREME's POWER switch is in the STANDBY position. Plug the supplied AC power adapter to the DC IN socket on the DTXTREME rear panel.
Fix the power cable to the cable hook so as to ensure that the adapter plug does not come loose.



Cable hook    AC power adapter    To AC outlet

**NOTE** Always use the supplied AC power adapter (PA-5C or PA-D12). Power adapters other than this may cause malfunction or damage to the DTXTREME. Also, unplug the power adapter from the AC outlet if the DTXTREME is not used for an extended period.

## Power-On Sequence

When all necessary connections (trigger, audio, MIDI) are complete, turn down all volume controls for the DTXTREME and other audio equipment. Turn on your system in the order: MIDI master devices, MIDI slave devices, and audio equipment (first mixer, then amplifier or powered speakers).
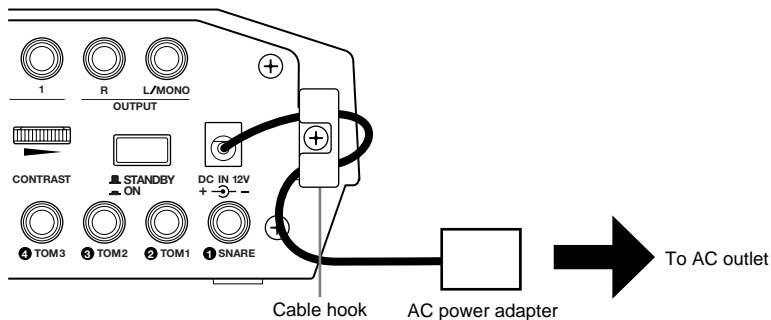When turning off your system, first turn down all volume controls for the audio equipment, then turn off devices in the reverse order to this.



POWER ON!!

MIDI master devices

**DTXTREME (MIDI slave device)**

Audio equipment (first mixer, then amplifier)
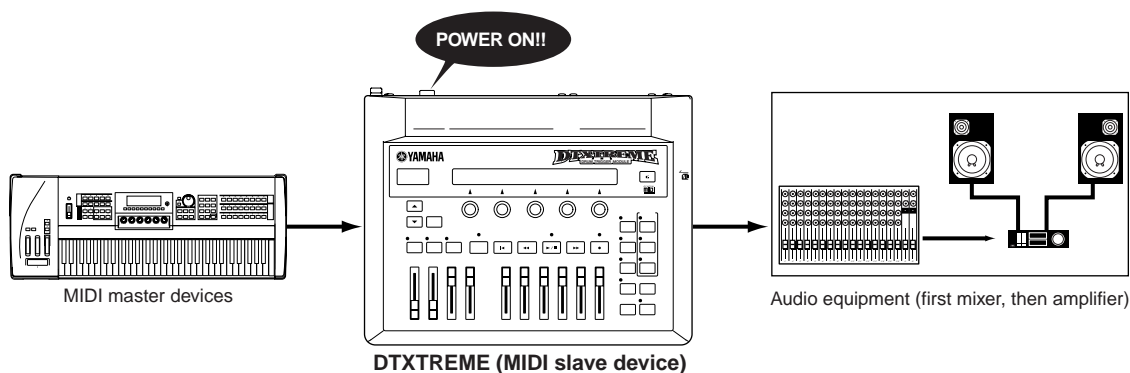
## Turning on the DTXTREME

**♪ NOTE** Before turning the system on or off, always turn down all volume controls for the DTXTREME and other audio equipment to avoid stressing (pop noises) speakers.

**1.** Press the POWER switch on the rear panel to turn on the DTXTREME.



AC power adapter

To AC outlet
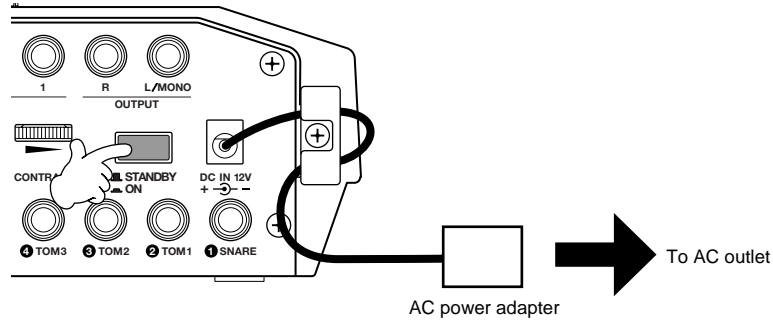
**2.** The DTXTREME displays the splash screen, and then enters Drum Kit Play mode.

```
KIT=P1   SONG=P1   TEMPO  BEAT   CLICK
MAPLE    Horizon   ♩=107  4/4      ♩
```

**3.** Turn up the volume control on the audio equipment if it is connected to the DTXTREME.

**4.** Adjust the volume balance in the drum kit using the slider controls including MASTER VOL. on the DTXTREME front panel.

# DTXTREME Basics

This section contains simple explanations covering the basics of the DTXTREME by way of worked examples. For more in-depth coverage, refer to the appropriate pages in the separate, Reference Section Manual.

## This is the DTXTREME!

**Rear Panel**

R   L/MONO
OUTPUT

STANDBY
ON   DC IN 12V
+ -⊙-

❸ TOM2   ❷ TOM1   ❶ SNARE

● Power on using this switch.

**CLICK**
TAP

❹ Metronome Start/Stop. If you press this while holding down the SHIFT button, you can use the Tap Tempo feature.

**SHIFT** — Press this to access different functions assigned to buttons and sliders.

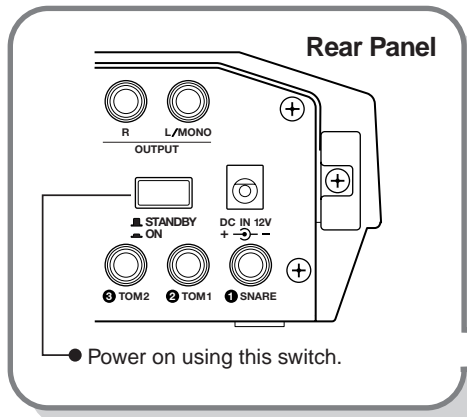Use each knob to alter the value of the parameter displayed in the LCD directly above the knob.

● Change the settings pages

**RHYTHM INS** ❶ Mute rhythm part of a song. In Step Recording mode, use this button to insert data.

**BASS DEL** ❷ Mute the bass part of a song. In Step Recording mode, use this button to delete data.

**OTHERS** ❸ Mute the parts other than the rhythm and bass parts of a song.

**Front Panel**

PHONES   AUX IN   AUX IN VOL

Using this knob, control the playback volume of the external audio source (such as audio CD or mini disc) connected to the DTXTREME.

Play the drum kit accompanied with playback of an external audio source (by connecting its line outputs to these connectors).

Experience a realistic 3D sound image using the Localizer feature.

❶ SNARE  ❷ TOM  2  ❹ TOM3  ❺ TOM  DE  ❼ CRASH

DC IN 12V   STA   NTRAST   HOST   TO HOST  FOOT SW
+ -⊙-   ON   Mac   PC-

L/MONO
OUTPUT   1   2   UAL OUTPUT   4   5

YAMAHA

SHIFT

❶ RHYTHM INS   ❷ BASS DEL   ❸ OTHERS   ❹ CLICK TAP   ❺ |◄   ❻ ◄◄
GROOVE CHECK

❿   ⓫   ⓬   ⓭   MAX   ⓮   ⓯

MIN

MAIN OUT   PHONES   CLICK   ACCOMP REVERB   SNARE   KICK

❿   ⓫   ⓬   ⓭

MAIN OUT   PHONES   CLICK   ACCOMP REVERB

28

**⑤** Return the song to the starting point. If you press this while holding down the SHIFT button, you can use the Groove Check function.

GROOVE CHECK

**⑥** Move the song position back by one measure.

**⑦** Start/Stop song playback.

**⑧** Move the song position forward by one measure.

**⑨** Enter Song Record mode.

**⑳** Enter Drum Kit Play mode. Select the drum kit and song, and set the tempo and metronome settings for the song.

PLAY

**㉑** Enter Chain Play mode (to select a Chain or switch between steps). Press this again to enter Chain Edit mode (to create a Chain).

CHAIN

**㉒** Enter Song Job mode. You can perform various song-related tasks such as copying and clearing song data, mixing tracks and so on.

SONG JOB

**㉓** Enter Utility mode. Set system, MIDI and sequencer-related settings.

UTILITY

DRUMKIT

**㉔** Enter Drum Kit Trigger Edit mode. Set the pad sensitivity and output settings.

TRIGGER

**㉕** Enter Drum Kit Voice Edit mode. Set the volume, pan, tuning and other settings for the voices assigned to each pad.

VOICE

**㉖** Enter Drum Kit Effect Edit mode. Set the reverb, chorus, insertion effect and other settings.

EFFECT

**㉚** Press this to hear the changes in the sound while editing a Drum Kit.

**㉗** Press this to save the drum kits and chains that you have created.

STORE

**㉘** Press this to leave the current mode or to cancel an operation such as copying.

EXIT NO

**㉙** Press this to perform an operation such as copying.

ENTER YES

**⑭** Control the volume level of the snare drum.

**⑮** Control the volume level of the kick drum.

**⑯** Control the volume level of the toms.

**⑰** Control the volume level of the hi-hats.

**⑱** Control the volume level of the cymbal.

**⑲** Control the volume level of the drums other than the snare and kick drums, toms, hi-hats or cymbals.

**♪ NOTE** If you use the sliders while holding down the SHIFT button, you can control the reverb send level for each drum and the individual output level.

SNARE  KICK  TOM  HI-HAT  CYMBAL  MISC

**⑩** Control the total volume level (at the OUTPUT jacks).

**⑪** Control the headphone volume level.

**⑫** Control the metronome volume level.

**⑬** Control the volume level of accompaniment sounds in the song.

**♪ NOTE** If you use the ACCOMP/REVERB slider while holding down the SHIFT button, you can control the entire return level of the reverb effect.
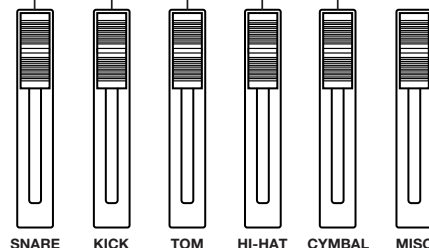
# Playing drum voices
## (Select and play drum kit)

The DTXTREME has 1757 different drum and percussion voices.  It also has 90 different preset Drum Kits consisting of these voices grouped according to genre.

♪ NOTE You can also use any of the 40 different User Drum Kits and Drum Kits held on Memory Card.  See the Drum Kit List in the Reference Section manual for more details about each Drum Kit.

## Trigger Set Settings

Before playing the DTXTREME, you need to apply the Trigger Set settings for the connected pads.

### 1. Go to the [UT 6] SYSTEM 2 page in Utility mode

```
[UT 6]    TrgLink TrgByps TrgSet EdgeAdj
≑SYSTEM    indiv    off     type1   +20
```

### 2. Select a Trigger Set

```
[UT 6]    TrgLink TrgByps TrgSet EdgeAdj
≑SYSTEM    indiv    off     type1   +20
```
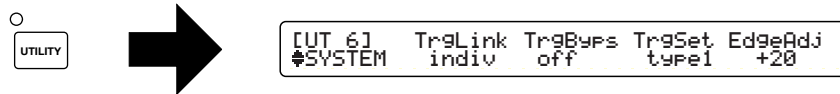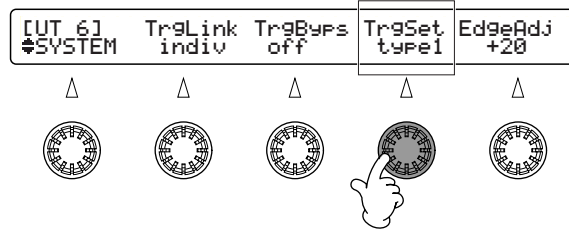
The following four types of Trigger Sets are available, and the Trigger Set that you select will apply to all Preset Drum Kits.

| Input number | Trigger Set | | | |
|---|---|---|---|---|
| | Type1 | Type2 | Type3 | Type4 |
| **input1** | RH | RH | RH | TP |
| **input2** | RH | TP | TP | TP |
| **input3** | RH | TP | TP | TP |
| **input4** | RH | TP | TP | TP |
| **input5** | RH | TP | TP | TP |
| **input6** | PCY | PCY | PCY | PCY |
| **input7** | PCY | PCY | PCY | PCY |
| **input8** | TP | TP | TP | TP |
| **input9** | RHkick | KP | RHkick | KP |
| **input10** | RHkick | KP | RHkick | KP |
| **input11** | PCY | PCY | PCY | PCY |
| **input12** | TP | TP | TP | TP |
| **input13** | PCY | PCY | PCY | PCY |
| **input14** | TP | TP | TP | TP |
| **input15** | TP | TP | TP | TP |
| **input16** | TP | TP | TP | TP |

**Displayed pad types**

| Displayed | Type of connected pad |
|---|---|
| **RH** | RHP80/100/120(SD) |
| **RHkick** | KP120 |
| **TP** | TP80S/80/60 |
| **PCY** | PCY80S/80/60/10 |
| **KP** | KP80S/80/60 |

♪ NOTE When using a User Kit, you need to define each pad type in the Type parameter in the [TrgSens1] page of Drum Kit Trigger Edit mode.  Alternatively, copy the trigger parameters to another User Kit using [TrgCopy1/2] and set the trigger parameters appropriately.

30

# Selecting and Playing a Drum Kit

## 1. Go to the Drum Kit/Song selection page

```
PLAY    ➡    KIT=P1   SONG=P1   TEMPO  BEAT   CLICK
             MAPLE    Horizon   ♩=107  4/4    ♩
```
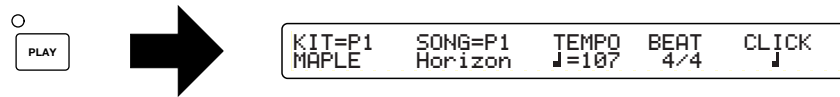
♪ **NOTE** This page always appears when you power up the DTXTREME.

## 2. Select a Drum Kit number

```
              Drum Kit number

  P 1          KIT=P1   SONG=P1   TEMPO  BEAT   CLICK
               MAPLE    Horizon   ♩=107  4/4    ♩

Drum Kit name    △        △         △      △      △
```
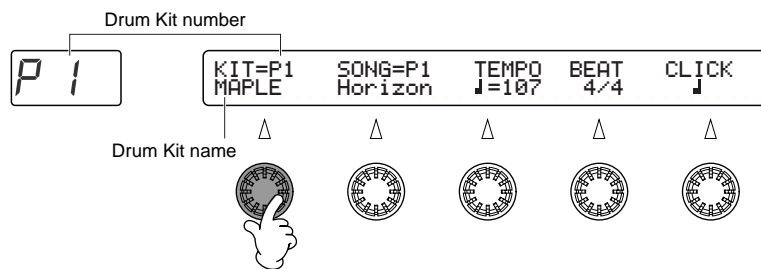
## 3. Play the drums
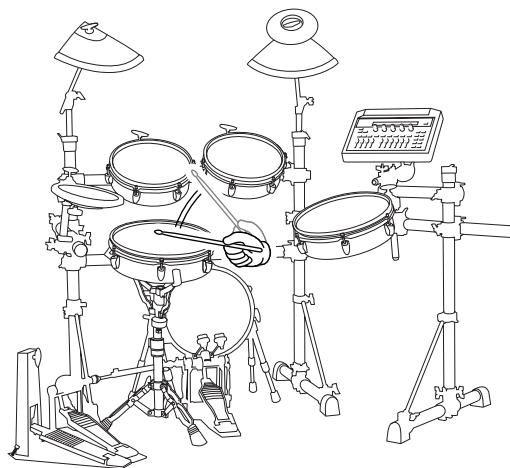
# 4. Adjust the volume
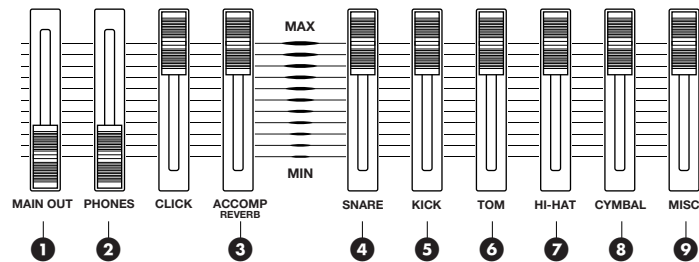
**❶** Adjust the total volume

**❷** Adjust the headphone volume

**❸** Adjust the accompaniment and melody volume

## Adjust the individual volume levels of drums:

**❹** Snare

**❺** Kick

**❻** Toms

**❼** Hi-hats

**❽** Cymbal

**❾** Other drum/percussion sounds

---

**Editing Drum Kits**

In Drum Kit Trigger Edit mode, you can assign drum voices and in Drum Kit Voice Edit mode, you can apply effects to each of the drum voices, change their pitch and so on. You can then store your new Drum Kit as one of up to 40 User Drum Kits.

**Position Sensing**

Some of the preset drum kits (e.g., P2) are capable of position sensing.  Position sensing is a feature that simulates tonal differences between hitting points (center to edge) of the head.  This feature is usable when the RHP120SD pad is connected to the SNARE input on the DTXTREME rear panel.

**Special Snare Drum**

Some of the preset drum kits (e.g., P14, P15, etc.) offer the special snare drum for which you can select the shell material, head, muting method and so on, like a real acoustic drum.

# Playing Along to a Song

You can play along to any of 164 Preset Songs or 32 User Songs. This is great for jam sessions or when practicing your rhythm technique.

## 1. Go to the Drum Kit/Song selection page

```
○
[PLAY]   ➡   ┌──────────────────────────────────────────┐
             │ KIT=P1   SONG=P1   TEMPO  BEAT   CLICK    │
             │ MAPLE    Horizon   ♩=107  4/4      ♩      │
             └──────────────────────────────────────────┘
```
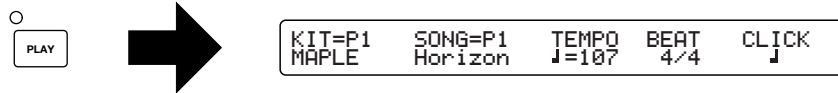
♪NOTE This page always appears when you power up the DTXTREME.

## 2. Select a Song number

Song number and name

```
┌──────────────────────────────────────────┐
│ KIT=P1 │ SONG=P1 │ TEMPO  BEAT   CLICK    │
│ MAPLE  │ Horizon │ ♩=107  4/4      ♩      │
└──────────────────────────────────────────┘
    △        △        △      △        △
```
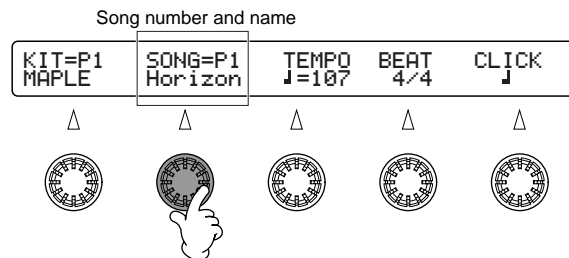
♪NOTE If you insert a memory card to the CARD slot which has a standard MIDI file (.mid) saved in format 0 in the root directory, you can select that MIDI file shown as "C***" in the above display.

## 3. Start Song playback

```
○
[ ▶/■ ]
```

♪NOTE Each Song consists of a rhythm, bass, melody and backing (page 12, Reference Section).

## 4. Mute the rhythm part

```
○
[RHYTHM
  INS]
```

## 5. Adjust the volume level of the Song
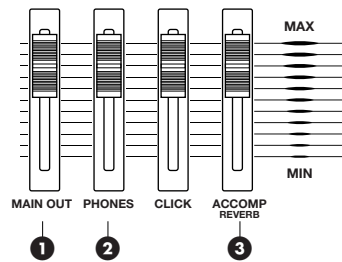


❶ Adjust the total volume.

❷ Adjust the headphone volume.

❸ Adjust the accompaniment and melody volume.

## 6. Select a Drum Kit number

Drum Kit number and name



```
KIT=P1   SONG=P1   TEMPO   BEAT   CLICK
MAPLE    Horizon   ♩=107   4/4    ♩
```
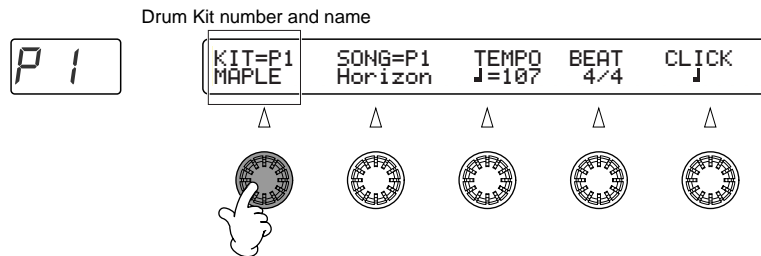
**♪ NOTE** When you select a Preset Song, the Drum Kit for that Song is selected automatically. However, you can then select a different Drum Kit if necessary.

## 7. Play the drums
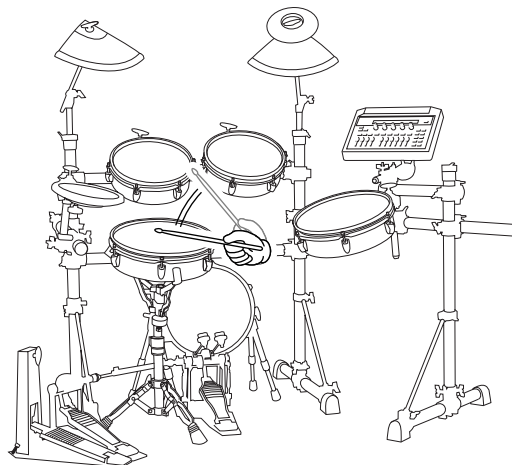
# 8. Adjust individual volume levels of drum/percussion sounds
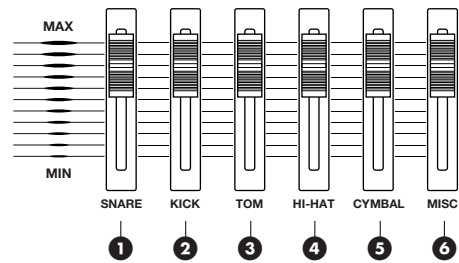
MAX

MIN

SNARE  KICK  TOM  HI-HAT  CYMBAL  MISC

❶ ❷ ❸ ❹ ❺ ❻

**Adjust individual volume levels:**

❶ Snare

❷ Kick

❸ Toms

❹ Hi-hats

❺ Cymbal

❻ Other drum/percussion sounds

# 9. Change the tempo

```
KIT=P1    SONG=P1   TEMPO  BEAT   CLICK
MAPLE     Horizon   ♩=107  4/4      ♩
```
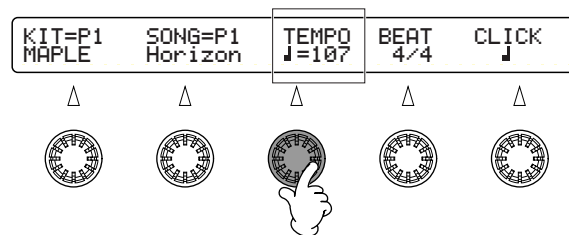
♪ **NOTE** Each Song has its own default tempo.  When you select another Song, the tempo will automatically switch to the default tempo for the Song.

♪ **NOTE** The LED display is also used to indicate a tempo (page 72, Reference Section).

# 10. Stop Song playback

○

▶/■

In Song Record mode, you can create your own songs by recording your own pad performances or data from an external MIDI keyboard or sequencer.  You can then store this song one of 32 User Songs.

# Playing to a Click (Metronome)

You can set the metronome to click at a certain tempo. This is useful when practicing your playing technique.

## 1. Start the click

○
[ CLICK ]
TAP

## 2. Adjust the volume level of the click
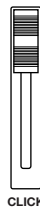
CLICK

## 3. Change the tempo of the click

○
[ PLAY ]

```
KIT=P1   SONG=P1   TEMPO  BEAT   CLICK
MAPLE    Horizon   ♩=107  4/4    ♩
```
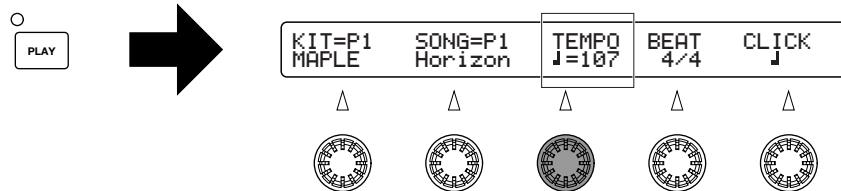
The Drum Kit/Song page is displayed when PLAY button is pressed.

🎵NOTE The click can be used at any time but its tempo can only be adjusted at the Drum Kit/Song page.

## 4. If necessary, change the beat of the click

```
KIT=P1    SONG=P1   TEMPO  BEAT  CLICK
MAPLE     Horizon   ♩=107   4/4   ♩
```

## 5. Stop the click

○
[ CLICK ]
TAP
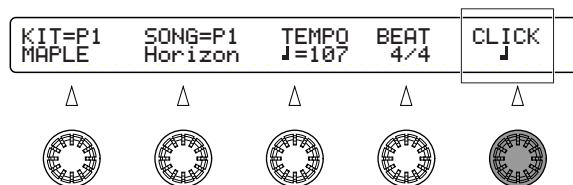
**Setting and Changing the Click Sound**

You can change the voice used for the click in Utility mode pages [UT13] to [UT16] (page 77, Reference Section).  You can also change the accent settings.

# The Mute/Solo Feature

As well as the rhythm part, each Song also has parts for bass, chords, melody and so on. During playback, you can selectively mute any parts.   As mentioned earlier, for example, you can mute just the rhythm part and practice your playing technique.  You can also control the volume levels of individual drum/percussion sounds in the rhythm part, allowing you to listen to just one drum sound in solo.

## 1. Mute each part of the Song
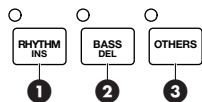
**Press the button for the part you wish to mute.  The LED will turn off.**

❶ Rhythm part

❷ Bass part

❸ Other parts

**♪NOTE** If you press the same key again, the muting for the part will be canceled.

## 2. Mute each rhythm-part sound
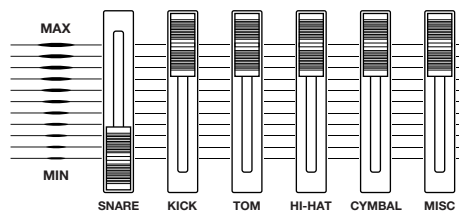
Slide down to zero the volume sliders for the drum voices you wish to mute.

## 3. Each rhythm-part sound can be soloed
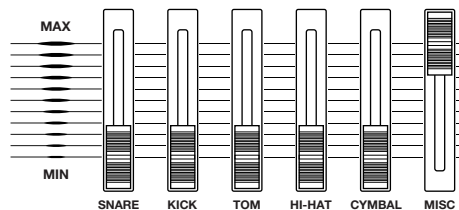
Leave raised the volume slider for the drum voice you wish to solo.  Slide the other volume sliders down to zero.

# Checking the Groove of the Rhythm
## (Groove Check feature)

When playing along to a song, you can check the timing of your performance. There are two ways of doing this, as explained below.

● Single shot timing: Measure the timing accuracy for each hit of the pad. This is useful when checking the groove of a particular instrument in the drum kit, such as the snare or kick drum.

● Average: Measures the timing accuracy for each hit of the pad from the start of the Song, giving the result as a running average. This is useful when checking the groove of all instruments in the drum kit.

## 1. Enter Groove Check mode

While holding down the SHIFT button [SHIFT] + [◁] GROOVE CHECK

Time Signature   Metronome

```
[Groove]|-------▲-------| BEAT   CLICK
  0/  0 Quant=♩    ♩=100  4/4      ♩
```

Quantization   Tempo
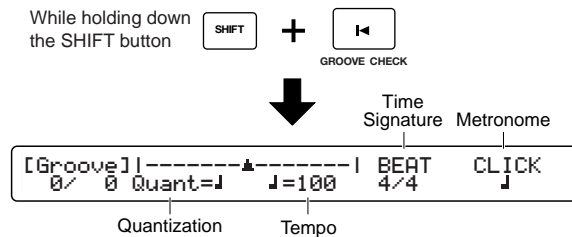
## 2. Set the note length for the timing

```
[Groove]|-------▲-------| BEAT   CLICK
  0/  0 Quant=♩    ♩=100  4/4      ♩
```
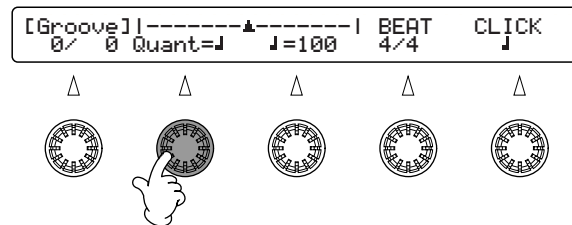
♪ NOTE Set the shortest note length used in the rhythm.

## 3. Play along to the Song

Late ◄——Normal——► Early
      (on time)

```
[Groove]|---▲---+--▲----| BEAT   CLICK
 - 9/+ 3 Quant=♩    ♩=100  4/4      ♩
```

Average
Timing accuracy of each hit
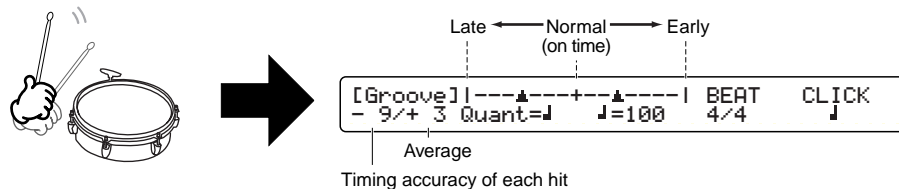
## 4. Stop the Groove Check feature

[EXIT NO]

# Creating a Drum Kit

You can create your own original drum kits by choosing the drum voices to be included, then applying tuning, attack, decay, reverb level and other settings. You can then store your drum kit as one of up to 40 User Drum Kits. A further 99 drum kits can be stored on the Memory Card. Here, we'll go through the basics of creating a drum kit.

♪NOTE The following procedure explains the settings for a snare drum voice.

## 1. Select a drum kit

```
○
┌─────┐
│PLAY │
└─────┘
```
➡
```
┌──────────────────────────────────────────┐
│KIT=P1   SONG=P1   TEMPO  BEAT   CLICK      │
│MAPLE    Horizon   ♩=107   4/4    ♩          │
└──────────────────────────────────────────┘
```
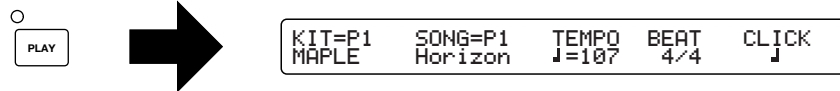
♪NOTE If you are creating a new drum kit similar to existing one, it's useful to select it for fast creation.

## 2. Enter Drum Kit Voice Edit mode and use the Page ▲ and ▼ buttons to go to the [Voice1] page

```
○
┌──────┐
│VOICE │
└──────┘
```
➡
```
┌───┐
│ ▲ │
└───┘
┌───┐
│ ▼ │
└───┘
```
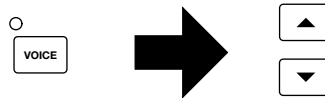
## 3. Select the pad for the drum voice you wish to change
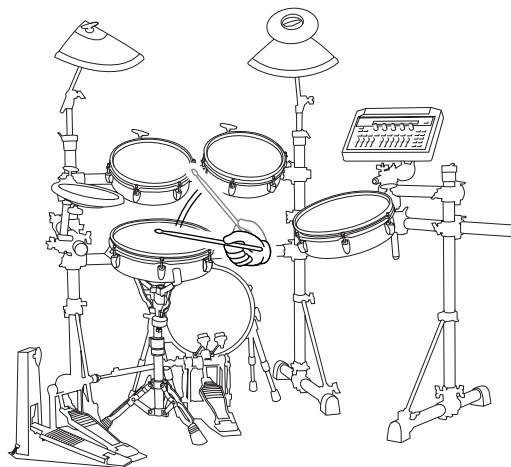


When you hit a pad, the LCD displays the voice assigned to it. We will be using the snare drum voice in this example, so hit the pad assigned to this voice.

♪NOTE In Utility mode, if the "Learn" mode in the [UT5] page (page 73, Reference Section) has been set to "always," the appropriate input is automatically selected when you hit a pad. This simplifies the input (pad) selection procedure.

## 4. Select a drum voice

```
[Voice1]  Type  Voice 42* Volume Tuning
 38 D1  AcSnr1 MCA55       110  - 1.00
   △      △      △      △      △
```
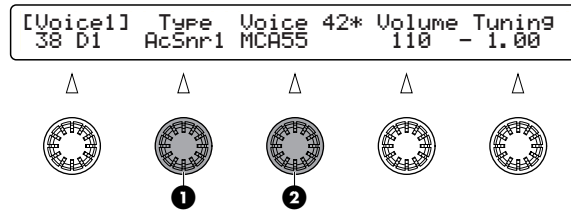
**❶** Select the voice type

**❷** Select the voice

Now we will assign a snare drum voice.  First select the type of voice, then choose one of the voices within the selection.  Let's choose the "AcSnr1" type and, from the selection, the "MCA55" voice.

**⏵ NOTE** If you select a Special Snare voice, you can select the shell material and mute settings, just like with a real acoustic drum.

**⏵ NOTE** You can also monitor the sound assigned to the pad by pressing the sound button on the front panel.

---

**Playing a GM Sound**

The DTXTREME's tone generator is GM-compatible so it is also possible to assign GM sounds, as explained below.
First, enter Drum Kit Trigger Edit mode and go to the [TrigMIDI2] page.  Select a channel other than 10 and assign a MIDI note number to each input.  If a keyboard-type sound has been selected, set the Gate Time parameter to a large value.  Now, enter Drum Kit Voice Edit mode and go to the [MIDI1] page.  Set the Transmit parameter for the selected channel to "On" and choose a voice by entering its PC# value (Program Change Number).

---

## 5. Adjust the volume

```
[Voice1]  Type  Voice 42* |Volume| Tuning
 38 D1  AcSnr1 MCA55        110  - 1.00
   △      △      △      △      △
```
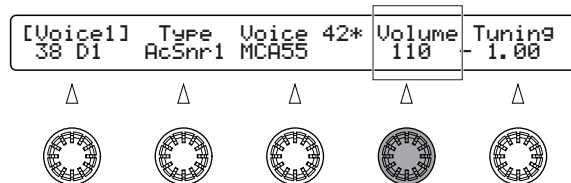
By adjusting the volume level, you can set level of each pad relative to the others.

## 6. Adjust the tuning (pitch)

```
[Voice1]  Type  Voice 42* Volume Tuning
 38 D1   AcSnr1 MCA55       110  - 1.00
```
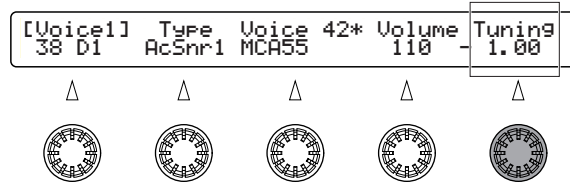
A value of "+1" raises the pitch by one semitone.  You can adjust the pitch in the range "-24" to "+24."

## 7. Use Page ▲ and ▼ buttons to go to the [Voice3] page

▲

▼

## 8. Adjust the pan (stereo position)

```
[Voice3]  Pan   Layer  Filter   Q
 38 D1     C      0      0       0
```
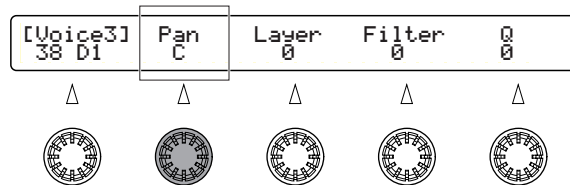
You can adjust the stereo position of each drum voice in the range L64 (far left) to R63 (far right).

## 9. Adjust the volume balance of a 2-layer voice

```
[Voice3]  Pan   Layer  Filter   Q
 38 D1     C      0      0       0
```
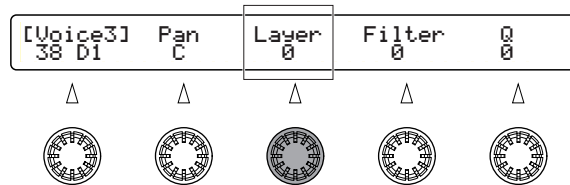
If the selected voice consists of two or more layers (i.e., two or more different sounds), you can adjust the relative volume levels of each layer.  A value of 0 represents a volume level balance of 50:50.

♪ NOTE This parameter is not available for voices that consist of just a single layer (voice).

## 10. Adjust the tone using the filter

```
[Voice3]  Pan    Layer   Filter   Q
38 D1     C       0       0       0
   △       △       △       △       △
```
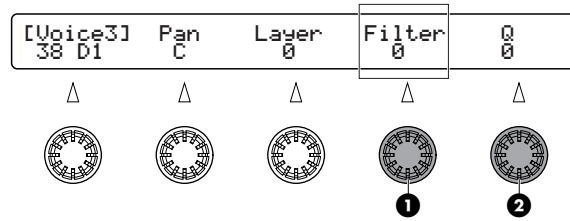
❶ Filter (Cutoff frequency)

❷ Q (Quantity)

By raising the cutoff frequency, the tone of the drum voice becomes brighter.  By adjusting the Q (Quantity) parameter, the frequencies around the cutoff frequency are boosted.

## 11. Use Page ▲ and ▼ buttons to go to the [Voice4] page

## 12. Adjust the attack (the time for the volume to rise from zero) and the decay (the time for the volume to fade to zero)

```
[Voice4]  Attack   Decay
38D 1      0       +13
   △       △       △       △       △
```
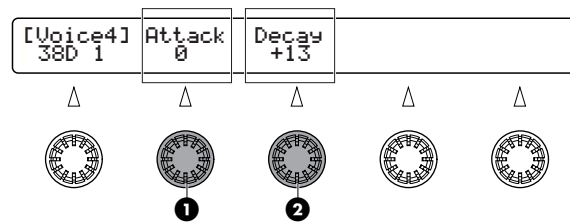
❶ Attack

❷ Decay

By adjusting the attack value, you can make the voice sound crisper or softer.  By adjusting the decay value, you can lengthen or shorten the time for the sound to fade to zero.

## 13. Use Page ▲ and ▼ buttons to go to the [Voice6] page

43

## 14. Select an output and set the effect path

```
[Voice6] Output RevSend ChoSend
 38 D1  Stereo   110     110
```
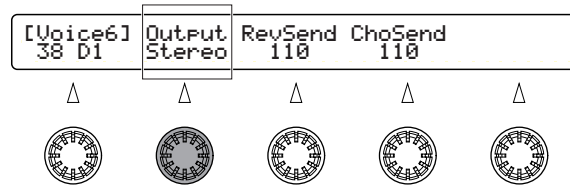
When set to "stereo," the sound will be output in stereo from the OUTPUT jacks.  If you select "InsFx1" or "InsFx2," the sound will be output via the insertion effects (effects that can be applied to specific voices).

♪ NOTE  If the output has been set to "InsFx1" or "InsFx2," the sound will be passed through Insertion Effect 1 (or 2) before the reverb and chorus effects.  In this case, you need to set the type of insertion effect and its parameters in Drum Kit Effect Edit mode (page 55, Reference Section).

## 15. Adjust the effect level

```
[Voice6] Output RevSend ChoSend
 38 D1  Stereo   110     110
```
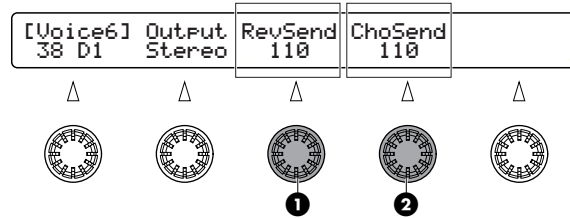
❶ Reverb send

❷ Chorus send

The reverb send level is the amount of reverb applied to the drum voice and the chorus send level is the amount of chorus applied.

♪ NOTE  These reverb and chorus settings apply to individual voices.  To set reverb/chorus parameters for the entire drum kit, you need to enter Drum Kit Effect Edit mode.

## 16. Enter Drum Kit Trigger Edit mode and enter a name for the drum kit

```
[KitName] Name "Acoustic"
         ↔      <90abc>
```
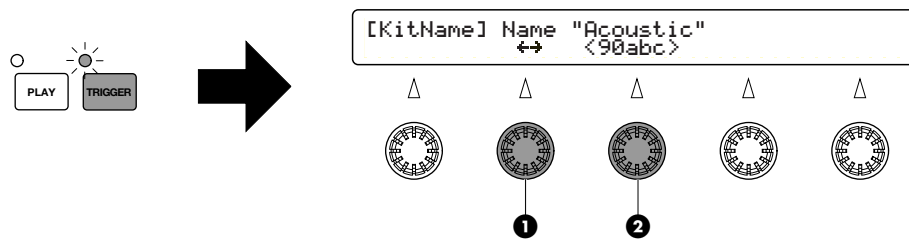
❶ Move the cursor to the input position

❷ Set the character at that position

The drum kit you have created will initially have the same name as the existing kit you selected.  You can change the name at the [KitName] page in Drum Kit Trigger Edit mode.

> In Drum Kit Trigger Edit mode, you can set various parameters related to the pad input, such as the input pad type, sensitivity, velocity settings, Key On mode and so on.

## 17. Save the new drum kit

STORE

## 18. Select the destination to which you wish to save the voice (U1 to U40 or C1 to C99), then press the ENTER/YES button.

Destination

```
Store Current Drumkit to kit
                    └U1 Init Kit
```
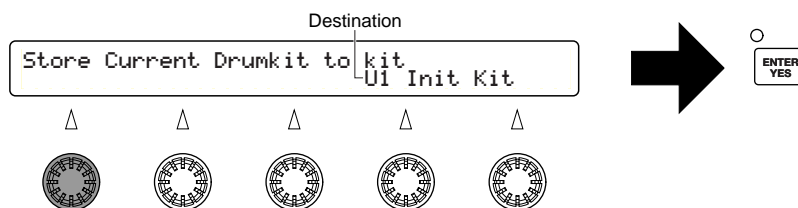
ENTER/YES

## 19. Press the ENTER/YES button again

```
Store Current Drumkit to kit
        Are You Sure ? [YES/NO]
```

ENTER/YES
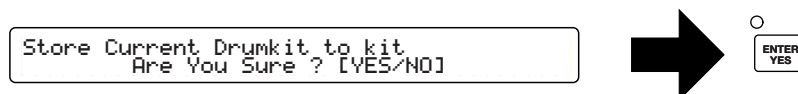
Now you have created your own drum kit with its own individual snare drum.
Follow the same procedure to create other original drum sounds for your kit.

# The Chain Feature

A Chain is a series of Drum Kits and Songs arranged in the order in which you want to use them. For example, you can arrange in order a series of Drum Kits for use in a live performance or a series of Songs for use during practice sessions.

## 1. Creating a Chain

A Chain can consist of up to 32 steps and you can store up to 32 Chains in internal memory or 99 Chains on the Memory Card.

## 2. Enter Chain Play mode



```
CHAIN=32 Step=1 Kit=P1 Kit Name
ChainNam
```
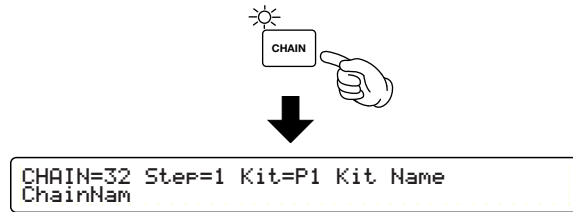
🎵 **NOTE** Each time you press the CHAIN button, you will enter Chain Play mode or Chain Edit mode.

## 3. Select a Chain



```
CHAIN=32 Step=1  Kit=P1  Kit Name
ChainNam
```

## 4. Select a step



```
CHAIN=32 Step=1  Kit=P1  Kit Name
ChainNam
```
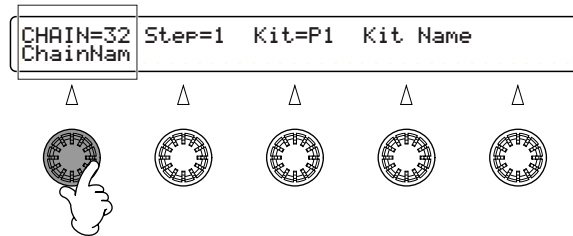
decremented        incremented
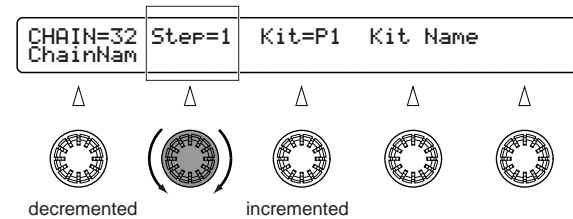
The step is incremented or decremented.

🎵 **NOTE** To switch between steps, you can also use a footswitch or a pad (pages 29, 39 and 74, Reference Section).

# Let's Try Recording
## (Real-Time Recording)

You can record pad performances to User Song numbers U1 to U32.
Each Song consists of two sequence tracks (TR1 and TR2), and each track can hold up to 16 separate MIDI channels of data.  For example, TR1 of a Song could be used for the rhythm and TR2 could be used to hold accompaniment or melody data created on an external MIDI keyboard or computer sequencer.  There a various Song Jobs to help you create your own Songs.

This section gives simple explanations on how to record your real-time performance.

## 1. Go to the Drum Kit/Song selection page

```
KIT=P1    SONG=P1   TEMPO  BEAT   CLICK
MAPLE     Horizon  ♩=107   4/4     ♩
```

♪NOTE This page always appears when you power up the DTXTREME.

## 2. Select an empty User Song number

```
KIT=P1    SONG=U1   TEMPO  BEAT   CLICK
MAPLE     EmptySng ♩=120   4/4     ♩
```
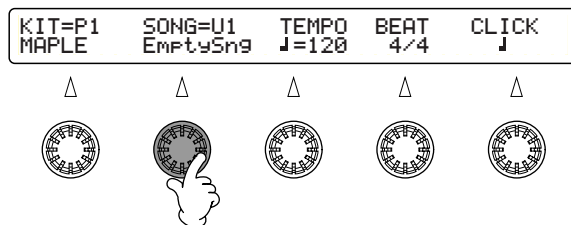
♪NOTE You cannot select a Preset Song or a song that is fully recorded.

♪NOTE If necessary, you can also adjust the tempo and the pitch of the click at this point.

## 3. Select the Drum Kit to be used in the song

```
KIT=P1    SONG=P1   TEMPO  BEAT   CLICK
MAPLE     Horizon  ♩=107   4/4     ♩
```
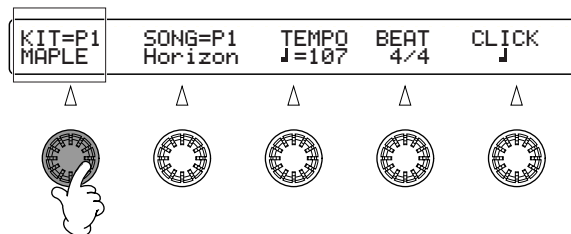
# 4. Enter Recording Standby state

```
○                    ○                         ☀
CLICK    |◄    ◄◄    ►/■    ►►    ●
 TAP  GROOVE CHECK
```

↓

```
[RECORD] Track MeasLen Quantize Free100%
Replace    1      1        off
```
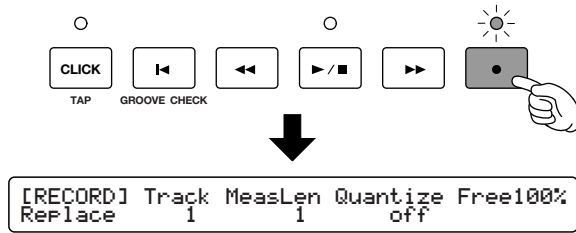
# 5. Select the recording mode

```
[RECORD] Track MeasLen Quantize Free100%
Replace    1      1        off
   △       △      △        △       △
```
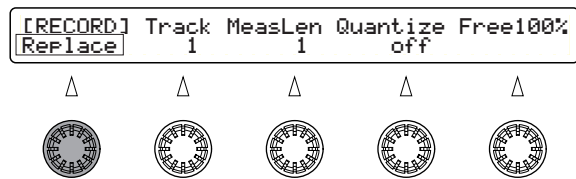
**Replace:** Your performance overwrites any existing data.

> **♪ NOTE** If the track to which you want to record already contains some data, you will not be able to record unless you select another (empty) track or clear your selected track in Song Job mode.

**OverDub:** Your performance is added to any existing data. Recording coutinues repeatedly between specified measures until you stop it. This mode is useful if you want to record a complicated rhythm dividedly.

> **♪ NOTE** You can use the Step entry method that lets you record data in the specified divisions (note steps). For details of Step Recording, see page 21, Reference Section.

# 6. Select the track to record on

```
[RECORD] Track MeasLen Quantize Free100%
Replace    1      1        off
   △       △      △        △       △
```
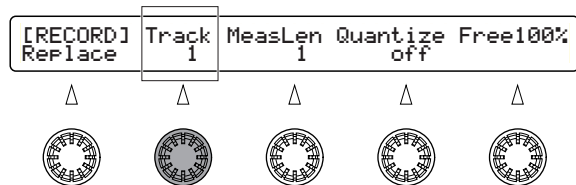
# 7. Set the length of the recording (number of measures)

```
[RECORD] Track MeasLen Quantize Free100%
Replace    1      1        off
   △       △      △        △       △
```
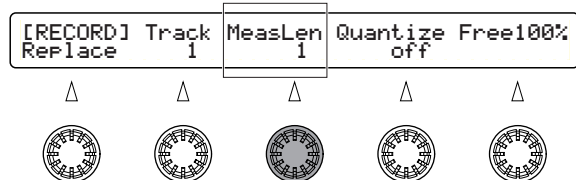
# 8. Set the quantization level

```
[RECORD] Track MeasLen Quantize Free100%
Replace    1      1    off
```
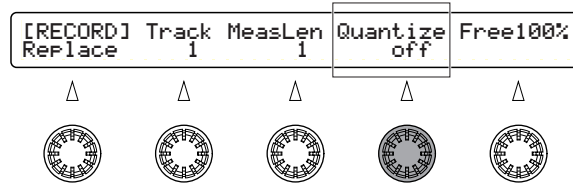
**NOTE** Quantization is used to correct timing inaccuracies and the note length specified here is the resolution to which the notes will be corrected during recording. In general, this is usually set to the minimum note length in the performance. If quantization is switched off, your performance will be recorded without any timing corrections. In this case, you can also apply quantization to your recording later in Song Job mode.

# 9. Start recording

```
SONG=U1   no name  M001-04 ♩=100   4/4
            Now Recording ...
```

# 10. Play the drums
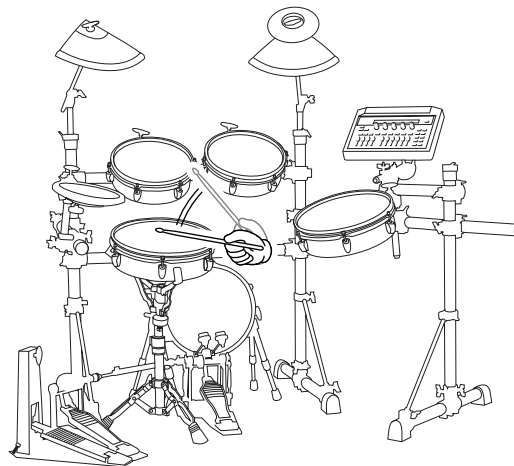
# 11. Stop the recording
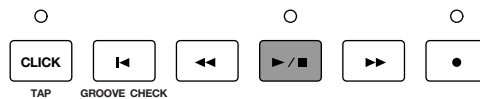
**NOTE** If you set the recording mode to "Replace," the recording will stop at the end of the specified number of measures.

# More Useful Features!

The DTXTREME has many more features.  Let's take a brief look at how to make even better use of the DTXTREME.

♪ NOTE Each cross-reference (description of the page number) in this section is found in the separate Reference Section manual.

## Factory Set

You can return all the DTXTREME's settings to their factory defaults.
→[UT7] in Utility mode (page 74)

♪ NOTE If you restore the Factory Set, all trigger, voice, drum kit, effects, song and other settings will be returned to their factory defaults.  Take care not to lose any important data.

## Settings related to inputs and connections

● You can select the type of pad connected, then use the gain to finely adjust the sensitivity.
→[TrgSens1] Type, Gain in Drum Kit Trigger Edit mode (page 26)

● You can select the curve defining how the strength with which you play the pads is related to the volume level that is output.
→[TrgSens1] Curve in Drum Kit Trigger Edit mode (page 27)

● You can set the limit of the input level when you hit a pad, and the velocity of the sound relative to that level.
→[TrgSens2] in Drum Kit Trigger Edit mode (page 28)

● You can prevent notes from double-triggering.
→[TrgSens3] SelfRej in Drum Kit Trigger Edit mode (page 29)

● You can prevent crosstalk (interferences between inputs).
→[TrgSens3] Rej, Spec Rej in Drum Kit Trigger Edit mode (page 29)

● You can change drum kits or chain steps, or start/stop the metronome click or a song simply by hitting a pad.

Determine a pad input to the specific drum kit.
→[TrgFunc] Func in Drum Kit Trigger Edit mode (page 29)

Determine a pad input common to all drum kits.
→[UT7] IncFunc, DecFunc in Utility mode (page 74)

● You can assign up to nine MIDI note numbers to each input and layer multiple notes or play them in order.
→[TrgMIDI1], [TrgMIDI2] in Drum Kit Trigger Edit mode (page 30)

● You can copy the settings for an input to other inputs.
→[TrgCopy1] in Drum Kit Trigger Edit mode (page 37)

● You can copy the settings for the inputs of the drum kit currently being edited to another drum kit.
→[TrgCopy2] in Drum Kit Trigger Edit mode (page 37)

● You can adjust the sensitivity of the hi-hat controller connected to the H.HAT CONTROL jack.
→[FootCtrl1] Sens in Drum Kit Trigger Edit mode (page 38)

● You can set the depth at which the hi-hat controller outputs a closed hi-hat signal and the detection time for the foot splash.
→[UT7] FCoffset, FCspt in Utility mode (page 74)

● You can set the hi-hat controller (foot controller) connected to the H.HAT CONTROL jack to act as a MIDI controller.
→[FootCtrl1] Func, [FootCtrl2] MIDI, Type in Drum Kit Trigger Edit mode (page 38)

● You can set the footswitch connected to the FOOT SW jack to act as one of the following:

To use it as a hi-hat controller
→[FootSW1] Func, Velocity in Drum Kit Trigger Edit mode (page 39)

To use it as a kick pedal
→[FootSW1] Func, Velocity in Drum Kit Trigger Edit mode (page 39)

To use it to select a drum kit, to start/stop a song, or so on.
→[FootSW1] Func in Drum Kit Trigger Edit mode (page 39)

To use it as a MIDI controller
→[FootSW1] Func, MIDI, Type, [FootSW2] OnValue, OffValue in Drum Kit Trigger Edit mode (page 39)

● You can set the DTXTREME to temporarily ignore trigger signals from the connected pads and controllers.
→[UT6] TrgByps in Utility mode (page 73)

● The above features can also be switched on/off via the pads.
→[TrgFunc] Func in Drum Kit Trigger Edit mode (page 29)

## Drum Voice Settings

● When using the Special Snare voice, you can choose shell and mute settings, adjust the tension using the snappy settings and so on, just as with a real acoustic drum.
→[Voice2] Special Snare settings page in Drum Kit Voice Edit mode (page 45)

● You can set the key mode and alternate group voices that sound simultaneously.
→[Voice5] KeyMode, AltGrp in Drum Kit Voice Edit mode (page 47)

● You can select whether or not to ignore Note On/Off messages for each MIDI Note Number.
→[Voice5] RvKeyOn, RvKeyOff in Drum Kit Voice Edit mode (page 48)

● You can set the total volume level for the whole drum kit.
→[COMMON1] Volume in Drum Kit Trigger Edit mode (page 40)

● You can specify chords to play back using the pads.
→[Chord] in Drum Kit Trigger Edit mode (page 33)

● You can set the crossfade, which controls the change in volume when multiple voices are played back simultaneously.
→[TrgMIDI3] VelXFade in Drum Kit Trigger Edit mode (page 34)

● You can set parameters controlling how the sound is output when you hit the rim of a pad.
→[TrgRim] in Drum Kit Trigger Edit mode (page 36)

● You can use the MIDI EG parameters to control an external MIDI tone generator used for drum sounds or the internal Insertion Effects.
→[MIDI EG] in Drum Kit Trigger Edit mode (page 37)

## Effects Settings

The DTXTREME has reverb and chorus effects that apply to the entire sounds, and also two Insertion Effects that apply to individual drum voices.  Three-demensional (3D) effects from Localizer can be used to give added realism to the sound when heard through headphones.

**NOTE** Effects other than the reverb cannot be used when the Localizer effect is being used.

● You can select each effect type and set its parameters.

To use the Localizer
→[Effect] Localizer to "on" (page 53) and [Loclizr] (page 56) in Drum Kit Effect Edit mode

To use the Insertion Effects
→[Effect] Localizer to "off" (page 53) and [InsFX] (page 55) in Drum Kit Effect Edit mode

To use the reverb effect
→[Reverb] in Drum Kit Effect Edit mode (page 54)

To use the chorus effect
→[Effect] Localizer to "off" (page 53) and [Chorus] (page 55) in Drum Kit Effect Edit mode

● You can adjust reverb and chorus effects in the following screens:

To adjust the send level of the reverb or chorus effect for each drum voice
→[Voice6] RevSend, ChoSend in Drum Kit Voice Edit mode (page 48)

To adjust the send level of the reverb or chorus effect for the entire drum kit
→[Effect] RevSend, ChoSend in Drum Kit Effect Edit mode (page 53)

To adjust the amount of reverb effect applied to the entire drum kit
→[Reverb] RevRetrn in Drum Kit Effect Edit mode (page 54)

To adjust the amount of chorus effect applied to the entire drum kit
→[Chorus] ChoRetrn in Drum Kit Effect Edit mode (page 55)

To adjust the send level of the reverb effect for the entire drum kit that is applied with the chorus effect
→[Chorus] Cho→Rev in Drum Kit Effect Edit mode (page 55)

## Tone Generator Settings

● You can set the parameters for the entire tone generator.
→[UT1] - [UT3] in Utility mode (page 71)

## Song Settings

● When selecting a drum kit, you can also call up a main song and a specified tempo.
→[COMMON2] Song, Tempo in Drum Kit Trigger Edit mode (page 41)

● You can simultaneously start/stop up to three songs by hitting a pad.
→[TrgFunc] Func, Song, Repeat, mode in Drum Kit Trigger Edit mode (page 29)

● You can maintain the current tempo even after you have switched to another song.
→[UT18] UseTempo in Utility mode (page 79)

● You can edit song data using:
Song Copy/Clear/Name/Quantize, Track Mix/Copy/Clear, Measure Copy/Create/Delete/
Erase and Voice settings in Song Job mode (page 61)

## Other Features

● Wave Data and User Voices held on the Memory Card can be recalled when you select a
Drum Kit.
→[COMMON1] WaveDir in Drum Kit Trigger Edit mode (page 40)

● When in Drum Kit Trigger Edit or Voice Edit mode, you can hit a pad to select the relevant
input for that pad.
→[UT5] Learn in Utility mode (page 73)

● When entering Drum Kit Trigger Edit or Voice Edit mode, the last page you were editing
can be recalled.
→[UT5] JumpRecnt in Utility mode (page 73)

## Using MIDI Devices

The DTXTREME has MIDI IN, OUT and THRU connectors and a TO HOST connector. Either
can be used for communicating with external MIDI devices. Using the MIDI connectors, you
can use the DTXTREME's pads to play sounds on an external synthesizer, or use a computer
or sequencer to control the DTXTREME. Therefore, you can use the DTXTREME as one part
of a much larger music setup.

**About MIDI**

MIDI is the acronym for "Musical Instrument Digital Interface," and is a globally
standardized protocol for sharing performance and sound data with other MIDI devices
and computers. All devices that conform to this standard are able to communicate with
each other, regardless of manufacturer or device type.

The DTXTREME has the following MIDI functions. See page 22 in this manual for details
about connecting external MIDI devices and computers.

● **Transmission and Reception of Bulk Data**
  You can output the DTXTREME's internal settings as bulk data to an external MIDI device or computer. For example, you can create data backups by sending data to an external MIDI storage device such as the Yamaha MDF3 MIDI Data Filer. You can also send data back from such a device to the DTXTREME.
  →[UT9] in Utility mode (page 75)

● **Simultaneous Performance with External MIDI Devices**
  You can control external MIDI devices from the DTXTREME's front panel, such as starting or stopping playback of an external sequencer via the Start/Stop button on the DTXTREME's front panel. The DTXTREME can also synchronize to an external MIDI clock signal when playing back songs.
  →[UT17] in Utility mode (page 79)

● **Transmission and Reception of MIDI Data**

  The DTXTREME's tone generator can play back sounds when receiving performance or song data from an external MIDI device or keyboard, and you can also record this data on the DTXTREME. Conversely, you can play back sounds on an external tone generator when transmitting data by hitting the pads on the DTXTREME.

  When selecting a different drum kit, the DTXTREME can send program change information specific to that drum kit to an external MIDI device and therefore change its selected sound. The DTXTREME can also receive program change information from an external MIDI device and switch to the appropriate drum kit.

  Hi-hat control information can also be output from MIDI OUT. Also control change can be output when using a footswitch or foot controller as a MIDI controller.

Other MIDI transmission and reception features are also available. See the Reference Section manual for further details.

For details of products, please contact your nearest Yamaha or the authorized distributor listed below.

Pour plus de détails sur les produits, veuillez-vous adresser à Yamaha ou au distributeur le plus proche de vous figurant dans la liste suivante.

Die Einzelheiten zu Produkten sind bei Ihrer unten aufgeführten Niederlassung und bei Yamaha Vertragshändlern in den jeweiligen Bestimmungsländern erhältlich.

Para detalles sobre productos, contacte su tienda Yamaha más cercana o el distribuidor autorizado que se lista debajo.

## NORTH AMERICA

**CANADA**
**Yamaha Canada Music Ltd.**
135 Milner Avenue, Scarborough, Ontario,
M1S 3R1, Canada
Tel: 416-298-1311

**U.S.A.**
**Yamaha Corporation of America**
6600 Orangethorpe Ave., Buena Park, Calif. 90620,
U.S.A.
Tel: 714-522-9011

## CENTRAL & SOUTH AMERICA

**MEXICO**
**Yamaha de Mexico S.A. De C.V.,**
Departamento de ventas
Javier Rojo Gomez No.1149, Col. Gpe Del
Moral, Deleg. Iztapalapa, 09300 Mexico, D.F.
Tel: 686-00-33

**BRAZIL**
**Yamaha Musical do Brasil LTDA.**
Av. Rebouças 2636, São Paulo, Brasil
Tel: 011-853-1377

**ARGENTINA**
**Yamaha Music Argentina S.A.**
Viamonte 1145 Piso2-B 1053,
Buenos Aires, Argentina
Tel: 1-371-7021

**PANAMA AND OTHER LATIN AMERICAN COUNTRIES/ CARIBBEAN COUNTRIES**
**Yamaha de Panama S.A.**
Torre Banco General, Piso 7, Urbanización Marbella,
Calle 47 y Aquilino de la Guardia,
Ciudad de Panamá, Panamá
Tel: 507-269-5311

## EUROPE

**THE UNITED KINGDOM**
**Yamaha-Kemble Music (U.K.) Ltd.**
Sherbourne Drive, Tilbrook, Milton Keynes,
MK7 8BL, England
Tel: 01908-366700

**IRELAND**
**Danfay Ltd.**
61D, Sallynoggin Road, Dun Laoghaire, Co. Dublin
Tel: 01-2859177

**GERMANY/SWITZERLAND**
**Yamaha Europa GmbH.**
Siemensstraße 22-34, 25462 Rellingen,
F.R. of Germany
Tel: 04101-3030

**AUSTRIA**
**Yamaha Music Austria**
Schleiergasse 20, A-1100 Wien Austria
Tel: 01-60203900

**THE NETHERLANDS**
**Yamaha Music Nederland**
Kanaalweg 18G, 3526KL, Utrecht, The Netherlands
Tel: 030-2828411

**BELGIUM**
**Yamaha Music Belgium**
Keiberg Imperiastraat 8, 1930 Zaventem, Belgium
Tel: 02-7258220

**FRANCE**
**Yamaha Musique France,**
**Division Professionnelle**
BP 70-77312 Marne-la-Vallée Cedex 2, France
Tel: 01-64-61-4000

**ITALY**
**Yamaha Musica Italia S.P.A.,**
**Combo Division**
Viale Italia 88, 20020 Lainate (Milano), Italy
Tel: 02-935-771

**SPAIN/PORTUGAL**
**Yamaha-Hazen Electronica Musical, S.A.**
Ctra. de la Coruna km. 17, 200, 28230
Las Rozas (Madrid) Spain
Tel: 91-201-0700

**GREECE**
**Philippe Nakas S.A.**
Navarinou Street 13, P.Code 10680, Athens, Greece
Tel: 01-364-7111

**SWEDEN**
**Yamaha Scandinavia AB**
J. A. Wettergrens Gata 1
Box 30053
S-400 43 Göteborg, Sweden
Tel: 031 89 34 00

**DENMARK**
**YS Copenhagen Liaison Office**
Generatorvej 8B
DK-2730 Herlev, Denmark
Tel: 44 92 49 00

**FINLAND**
**F-Musiikki Oy**
Kluuvikatu 6, P.O. Box 260,
SF-00101 Helsinki, Finland
Tel: 09 618511

**NORWAY**
**Norsk filial av Yamaha Scandinavia AB**
Grini Næringspark 1
N-1345 Østerås, Norway
Tel: 67 16 77 70

**ICELAND**
**Skifan HF**
Skeifan 17 P.O. Box 8120
IS-128 Reykjavik, Iceland
Tel: 525 5000

**OTHER EUROPEAN COUNTRIES**
**Yamaha Europa GmbH.**
Siemensstraße 22-34, 25462 Rellingen,
F.R. of Germany
Tel: 04101-3030

## AFRICA

**Yamaha Corporation,**
**International Marketing Division**
Nakazawa-cho 10-1, Hamamatsu, Japan 430-8650
Tel: 053-460-2312

## MIDDLE EAST

**TURKEY/CYPRUS**
**Yamaha Europa GmbH.**
Siemensstraße 22-34, 25462 Rellingen,
F.R. of Germany
Tel: 04101-3030

**OTHER COUNTRIES**
**Yamaha Music Gulf FZE**
LB21-128 Jebel Ali Freezone
P.O.Box 17328, Dubai, U.A.E.
Tel: 971-4-81-5868

## ASIA

**HONG KONG**
**Tom Lee Music Co., Ltd.**
11/F., Silvercord Tower 1, 30 Canton Road,
Tsimshatsui, Kowloon, Hong Kong
Tel: 2737-7688

**INDONESIA**
**PT. Yamaha Music Indonesia (Distributor)**
**PT. Nusantik**
Gedung Yamaha Music Center, Jalan Jend. Gatot Subroto
Kav. 4, Jakarta 12930, Indonesia
Tel: 21-520-2577

**KOREA**
**Cosmos Corporation**
1461-9, Seocho Dong, Seocho Gu, Seoul, Korea
Tel: 02-3486-0011

**MALAYSIA**
**Yamaha Music Malaysia, Sdn., Bhd.**
Lot 8, Jalan Perbandaran, 47301 Kelana Jaya,
Petaling Jaya, Selangor, Malaysia
Tel: 3-703-0900

**PHILIPPINES**
**Yupangco Music Corporation**
339 Gil J. Puyat Avenue, P.O. Box 885 MCPO,
Makati, Metro Manila, Philippines
Tel: 819-7551

**SINGAPORE**
**Yamaha Music Asia Pte., Ltd.**
11 Ubi Road #06-00, Meiban Industrial Building, Singapore
Tel: 65-747-4374

**TAIWAN**
**Yamaha KHS Music Co., Ltd.**
10F, 150, Tun-Hwa Northroad,
Taipei, Taiwan, R.O.C.
Tel: 02-2713-8999

**THAILAND**
**Siam Music Yamaha Co., Ltd.**
121/60-61 RS Tower 17th Floor,
Ratchadaphisek RD., Dindaeng,
Bangkok 10320, Thailand
Tel: 02-641-2951

**THE PEOPLE'S REPUBLIC OF CHINA AND OTHER ASIAN COUNTRIES**
**Yamaha Corporation,**
**International Marketing Division**
Nakazawa-cho 10-1, Hamamatsu, Japan 430-8650
Tel: 053-460-2317

## OCEANIA

**AUSTRALIA**
**Yamaha Music Australia Pty. Ltd.**
17-33 Market Street, South Melbourne, Vic. 3205, Australia
Tel: 3-699-2388

**NEW ZEALAND**
**Music Houses of N.Z. Ltd.**
146/148 Captain Springs Road, Te Papapa,
Auckland, New Zealand
Tel: 9-634-0099

**COUNTRIES AND TRUST TERRITORIES IN PACIFIC OCEAN**
**Yamaha Corporation,**
**International Marketing Group**
Nakazawa-cho 10-1, Hamamatsu, Japan 430-8650
Tel: 053-460-2312

**HEAD OFFICE**    **Yamaha Corporation, Guitar & Drum Division**
Nakazawa-cho 10-1, Hamamatsu, Japan 430-8650
Tel: 053-460-2581

SY21

**YAMAHA**