Manual Development Group
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Drum Trigger Module

DTX-PRO

Reference Manual

EN

Descriptions in this document are provided based on version 1.01 of the DTX-PRO firmware.
If you are using version 1.00, we recommend updating the firmware.

https://download.yamaha.com/

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● **“NOTICE” and “NOTE”**

NOTICE	Descriptions of issues which may cause failure or damage to the device, malfunction, or data loss
NOTE	Supplementary descriptions

Links from the Owner's Manual

The following is a list of links from the Owner's Manual.

Page	Description	Link
5	NOTICE System settings	DTX-PRO Internal Memory (page 14)
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11	[MENU] button	MENU Button (page 15)
13	Using a computer	Connecting a Computer (page 99)
16	Headphone EQ	MENU/Phones EQ
17	Changing trigger setups	MENU/Trigger
20	Saving data	MENU/File/Save
22	Formatting the USB flash drive	MENU/File/Format
29	Recall function	MENU/Job/Kit/Recall
31	Adjusting the volume of each pad or each section of the pad	MENU/Kit Edit/Volume
35	Changing the drum set sound	MENU/Kit Edit
37	Importing audio files	KIT mode: Playing imported audio files as Inst sounds (page 83)
40	Changing other click settings	CLICK/SETTING
42, 43	Changing other recorder settings	RECORDER/SETTING
42	Exporting your performance recorded to the DTX-PRO as an audio file	MENU/Job/Recorder/Export Audio
46	Training song selection, training duration (timer settings), difficulty levels and other settings	TRAINING/SETTING
57	Setting separate trigger inputs	MENU/Trigger/Input Mode
58	Pad type settings	MENU/Trigger/Pad Type/PadType
61	Connecting to a computer	Connecting a Computer (page 99)
64, 65	Troubleshooting – Pad type settings	MENU/Trigger/Pad Type/PadType
64	Troubleshooting – Double triggering, crosstalk	Double triggering: MENU/Trigger/Pad Type/RejectTime Crosstalk: MENU/Trigger/Crosstalk
65	Troubleshooting – Checking the available memory in the USB flash drive	MENU/File/Memory Info

How the Triggers Generate Sounds

The word "trigger" refers to the trigger signals (information on the strength of the strike and the location in the pad it was struck) generated each time a pad is struck. The drum trigger modules play sounds when trigger signals are received via the trigger input jacks.

The Relationship Between Trigger Input Jacks, Trigger Inputs, and Trigger Input Sources

This section explains the relationship between the trigger input jacks, trigger inputs, and trigger input sources.

Trigger input jacks

Trigger input jacks on the DTX-PRO include [❶SNARE] through [⓮].
By switching the input mode on the [⓬KICK/⓭] jack, [❻TOM3/❼] jack, [❹TOM2/❺] jack, and [❷TOM1/❸] jack, you can change between the trigger input and trigger input source.
The [❶SNARE] jack and the [⓮] jack can be used for a single-piezo 3-zone pad or a multi-piezo 2-zone pad. (The setting is changed automatically when the PadType is selected.)

Trigger input sources

Trigger input source is a trigger signal transmitted from each zone of a pad.
When the DTX-PRO receives a trigger signal from a pad, they play the trigger input source.

Trigger Input Jack	Trigger Input Name	Trigger Input Source Name
❶	Snare	SnareHd
		SnareOp
		SnareCl
❷	Tom1	Tom1Hd
		Tom1Rm
❸	Pad3	Pad3
❹	Tom2	Tom2Hd
		Tom2Rm
❺	Pad5	Pad5
❻	Tom3	Tom3Hd
		Tom3Rm
❼	Pad7	Pad7
❽	Ride	RideBw
		RideEg
		RideCp
❾	Crash1	Crash1Bw
		Crash1Eg
		Crash1Cp

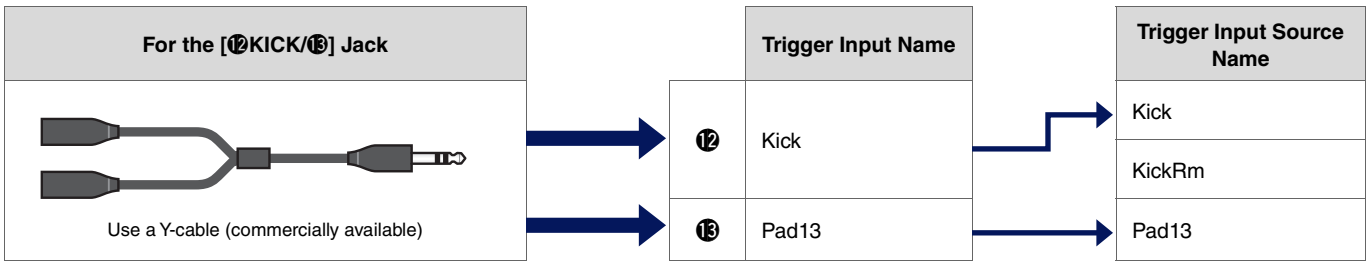
Trigger Input Jack	Trigger Input Name	Trigger Input Source Name
❿	Crash2	Crash2Bw
		Crash2Eg
		Crash2Cp
⓫	HiHat	HhOpBw
		HhOpEg
		HhClBw
		HhClEg
		HhFtCl
		HhFtSp
⓬	Kick	Kick
		KickRm
⓭	Pad13	Pad13
⓮	Pad14	Pad14Hd
		Pad14Rm1
		Pad14Rm2

Trigger Input Jack Input Mode

You can set the input mode for the [⓬KICK/⓭] jack, [❻TOM3/❼] jack, [❹TOM2/❺] jack and the [❷TOM1/❸] jack. Input modes available include “separate” and “paired.”

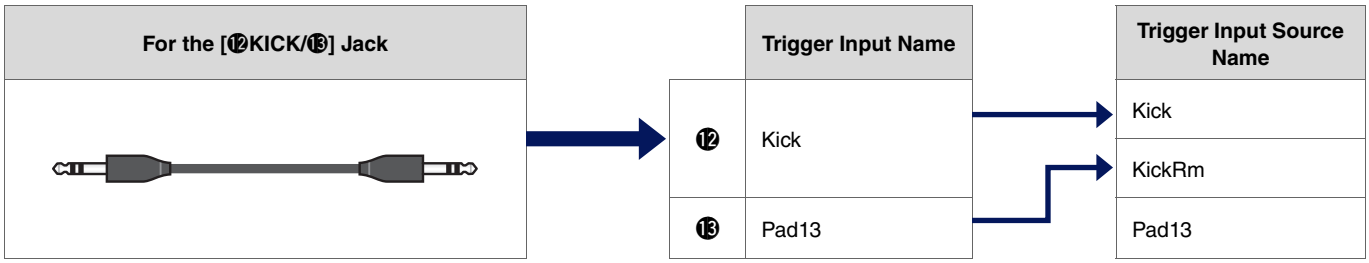
separate

With the “separate” setting, the trigger input jack is separated into two single inputs to be used with two Insts. For example, the trigger signal received by the [⓭] jack is connected to the trigger input source “Pad13.” The “KickRm” sound is not produced.



paired

With the “paired” setting, the trigger input jack is used with one Inst. For example, the trigger signal received by the [⓭] jack is connected to the trigger input source “KickRm.” The “Pad13” signal is not produced.



Trigger input sources that are not set to be played from the pads connected to the trigger input jacks can be played from the external MIDI device. Alternately, you can press the [F3] button on the screen for changing the Trigger input source to audition the trigger input source.

Sounds that are played by trigger (Inst and Voice)

You can assign an Inst or voice to each trigger input or trigger input source to play sounds.

Inst

"Inst" refers to each of the percussion instruments (snare, tom, cymbal, and kick) used in a drum set for the kit. With the DTX-PRO, you can use a different inst on each trigger input.

Voice

"Voice" refers to a sound that makes up an Inst. With the DTX-PRO, you can use a different voice on each trigger input source. For example, on an acoustic snare drum you can play a head shot sound, open rim shot sound, and a closed rim shot sound all from the same pad. Each one of these different sounds is called a voice, and the DTX-PRO has internal voices that include various percussion instruments, sound effects, electronic sounds, and more. In addition to the internal voices, you can import audio files and play them as user voices.

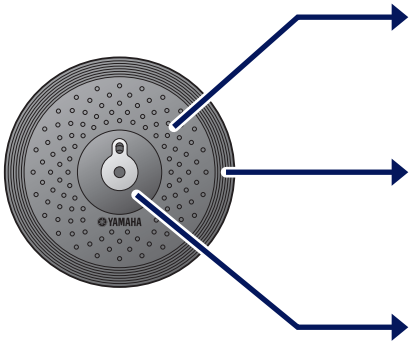
NOTE

You can use imported audio files when you select "User" from the Voice category. The file imported into the DTX-PRO is called a "Wave." Before importing, these files are referred to as "audio files."

Voices and Layers

Four layers (A to D) are provided for each trigger input source. You can set a voice to each layer, making it possible to assign up to four different voices to each trigger input source.
You can play all four voices simultaneously, or in sequential order.
Also, you can set the velocity range to each layer so that you can play a different voice in response to the strength of each strike.

Example: Using a single-piezo 3-zone pad as Crash1:



Trigger Input Source	Layer	Voice	Inst
Crash1Bw	A	Voice	Inst
	B	Voice	
	C	Voice	
	D	Voice	
Crash1Eg	A	Voice	
	B	Voice	
	C	Voice	
	D	Voice	
Crash1Cp	A	Voice	
	B	Voice	
	C	Voice	
	D	Voice	

User Voices

In addition to the internal voices, you can import audio files and play them as user voices.
There are different ways of importing audio files.

Importing audio files to trigger inputs

Import an audio file by specifying a pad. All input sources play the same wave.

Importing audio files to trigger input sources

Import an audio file by specifying an input source. Each input source plays a different wave.
You can also specify the desired layer: A, B, C, or D.

Importing audio files to click timings

You can assign the audio files you like for click timings such as accents and quarter notes.

With these operations covered above, the waves are automatically assigned to an empty user voice, creating a user voice that produces sound.
The user voice can be used for other kits and user click sets.

Importing to User Voices

You can import up to 10 audio files into each user voice.
However, multiple waves cannot be played simultaneously.
Set the velocity range to each wave so that you can play a different wave in response to the strength of each strike.

If the velocity range overlaps for multiple waves, the wave with the lower number will be played.

Changing the way a user voice is played (one-shot or Loop)

Generally, the user voice stops after being played once. To repeat playing the user voice, set MENU/Kit Edit Voice/VoiceHoldMode to “on.”
With this setting, the wave starts or stops playing each time the pad is struck.

Editing and auditioning user voices

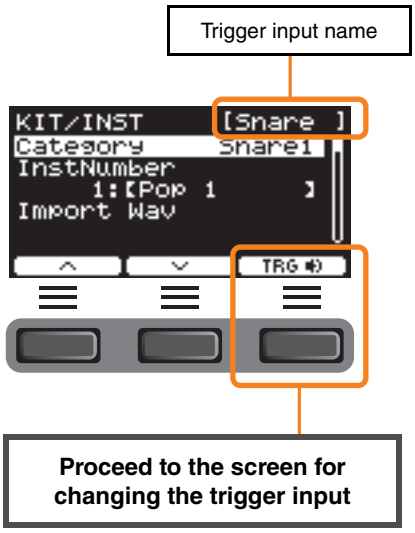
When auditioning sounds with the [ ] button on the MENU/Job/UserVoice/VoiceEdit screen, only one-shot play is possible and the sound is played at a fixed speed.
Audio files imported at a sampling frequency of 44.1 kHz will be played at their original pitch. No effects will be applied.
By assigning a user voice to the kit, you can change the playback speed, apply effects or play sounds by striking the pad.

Selecting the Trigger Input or Trigger Input Source

On the screen for the parameters in which the trigger input or trigger input source setting is required, the trigger input name or trigger input source name and its layer (A, B, C, or D) is displayed on the upper right.

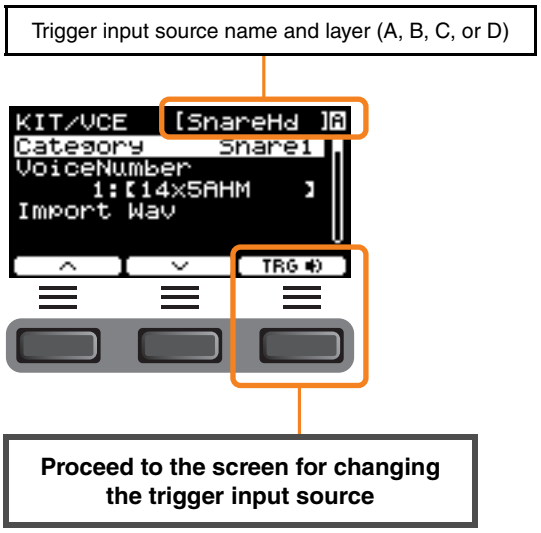
● Trigger Input

Example:
For MENU/Kit Edit/Inst



● Trigger Input Source

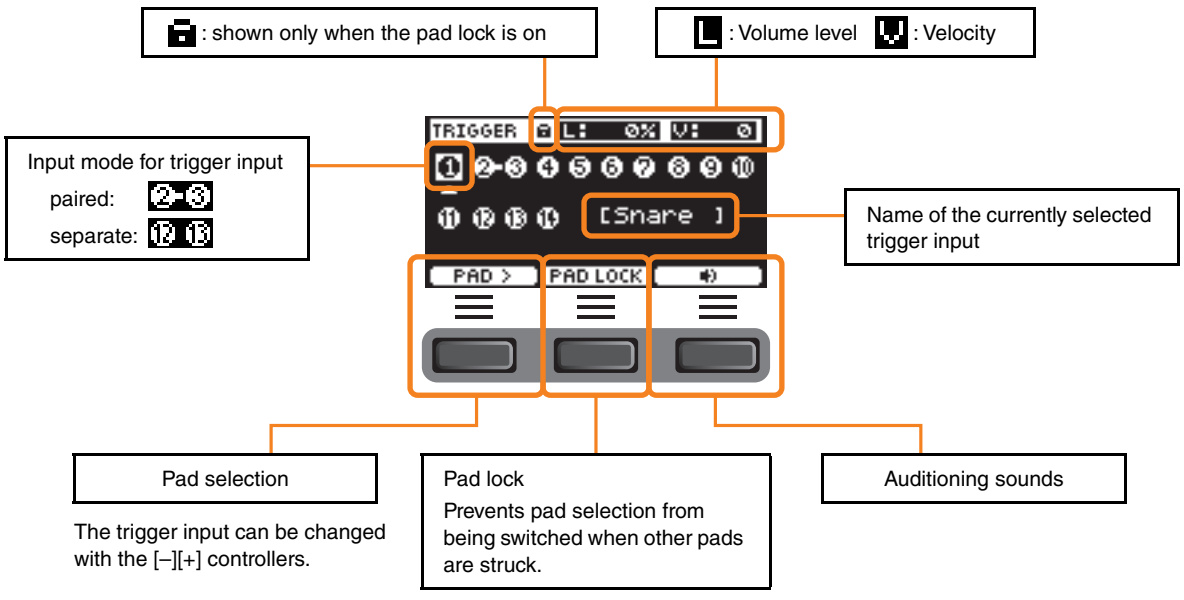
Example:
For MENU/Kit Edit/Voice



Individual Trigger Input Settings

In MENU/Kit Edit/Inst or MENU/Trigger/Pad Type, for example, or in any setting screen in which the trigger input setting is required, press the "TRG" ([F3]) button to open the screen for changing the trigger input.

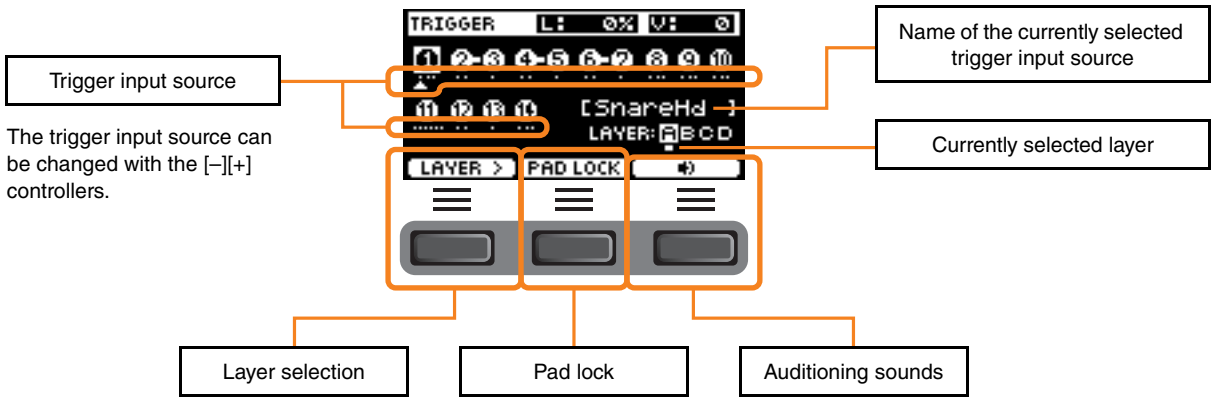
● Screen for Changing the Trigger Input



Individual Trigger Input Source Settings

In MENU/Kit Edit/Voice or MENU/Utility/Pad, for example, or in any setting screen in which the trigger input source setting is required, press the "TRG" ([F3]) button to open the screen for changing the trigger input source.

● Screen for Changing the Trigger Input Source

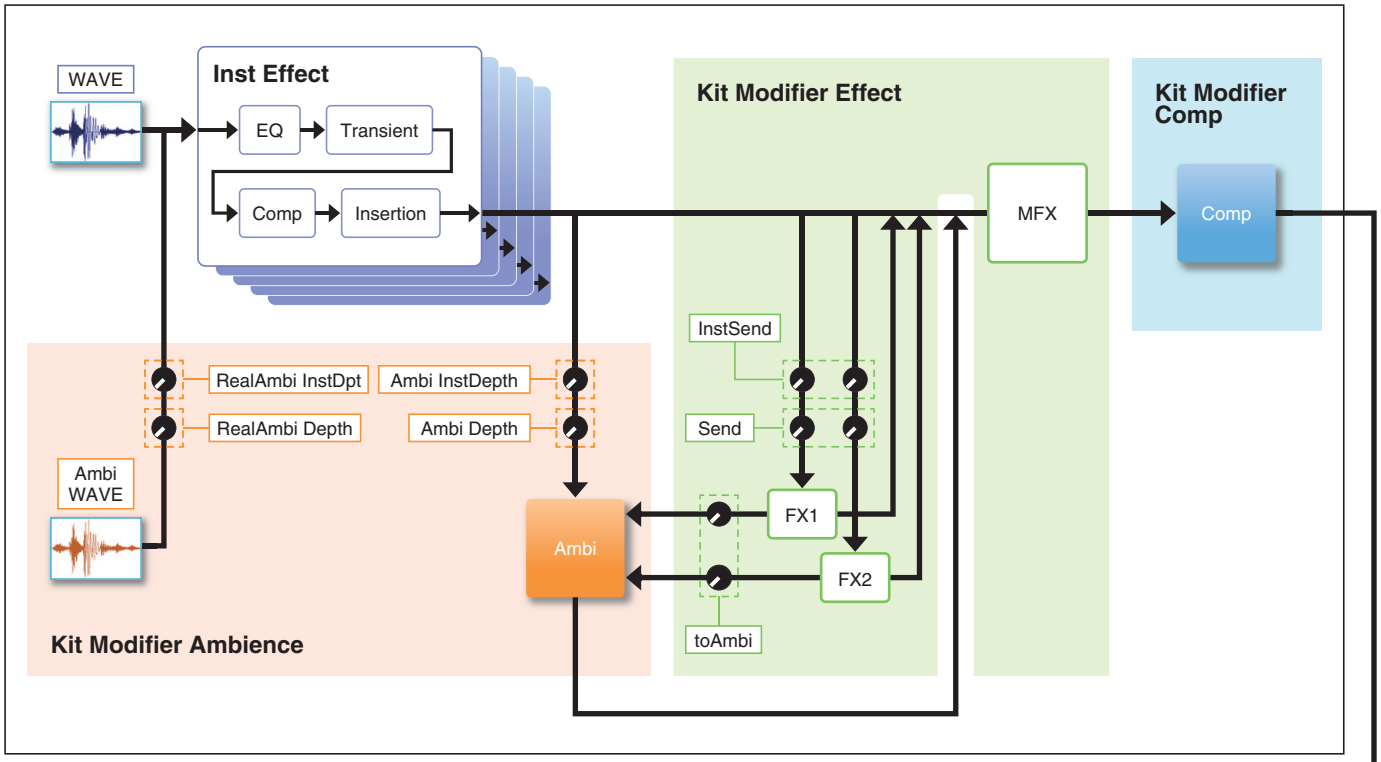


Effect Processor Design

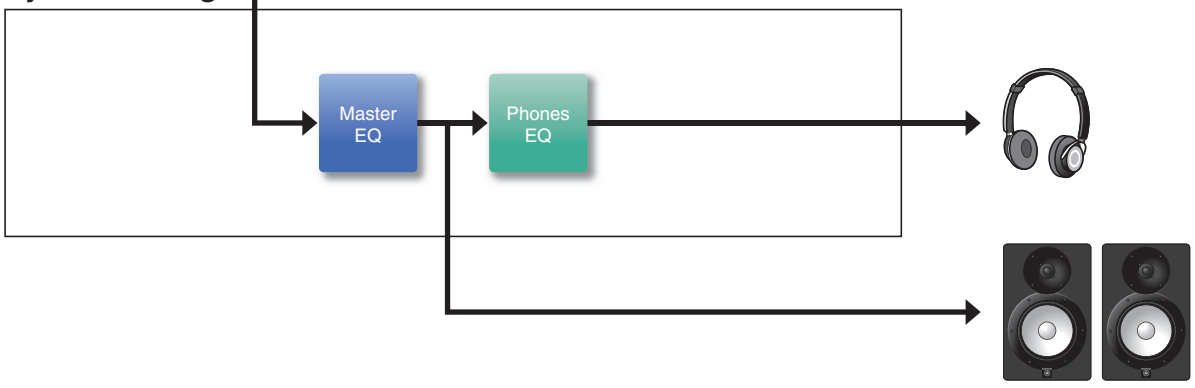
The DTX-PRO has the effect block design as shown below.
Effects are divided into two groups: the effects applied to each kit and the effects applied to the entire system.

● Effect Block Diagram

Kit Edit



System Setting



Effects applied to each kit

KIT MODIFIER is comprised of three blocks (Ambience, Comp, and Effect), and the amount of effects on these blocks can be adjusted with the corresponding knobs.

Ambience

There are two types of Ambience effects as shown below.

- **RealAmbi**
  This is the acoustical characteristics recorded in an actual studio setting. Note that this is not available for some Inst sounds. The depth can be set for each Inst.

- **Ambi**
  This is a reverb effect added through digital processing. The Ambi Type and the depth can be set for each Inst.

The curve settings for the [AMBIENCE] knob determines how the overall depth for RealAmbi and for Ambi are controlled.
You can increase the amount of RealAmbi first and then increase the amount of Ambi later.
When using an Inst that does not support RealAmbi, select the curve in which Ambi becomes effective from the start.

Comp

Comp is applied to the entire sound of your performance.

Effect

This is comprised of the following three blocks.

- **MFX (Master Effect)**
  This block is for the effects applied to the entire sound of your performance. The type and the depth of the effect can be set.

- **FX1 (Effect 1)**
  This block is for the effects applied to each Inst by setting the send level. You can use the [EFFECT] knob to adjust the overall send level.

- **FX2 (Effect 2)**
  This is an additional block that acts in the same way as FX1. You can set the effect type and the send level, separately from the settings for FX1.

Inst Effect

These effects can be set to each Inst (or pad). The following four effects are connected in series.

- **EQ**

This is a three-band EQ that allows different gain, frequency, and other settings to be made for each band.

- **Transient**

Adjusts the attack and release.

- **Comp**

Finely adjusts the comp settings.

- **Insertion**

The same effect types as those of MFX can be used. Note however that these effects cannot be applied to Pad3, Pad5, Pad7, or Pad13.

System Effects

Master EQ

This is a five-band EQ that adjusts the sound of your performance and the tone of training songs. Note that this effect is not applied to sounds from the auxiliary input or click sounds.

Phones EQ

This is a four-band EQ that adjusts the tone of the headphones sound.

DTX-PRO Internal Memory

Edited content saved to the internal memory lets you hold the data even after the power has been turned off. Trigger settings (MENU/Trigger) and other general settings (MENU/Utility) as well as system settings can be saved.

Data That Can Be Saved to the DTX-PRO

The following types of data can be saved to the DTX-PRO.

User kits	200
User click sets	30
User songs	1
User voices	100
Waves	Up to 1,000 Up to 10 per user voice
Trigger settings	System settings: 1
Other general settings	1

NOTICE

- **Recording data in the DTX-PRO will be lost when the power is turned off.**
- **Up to 1,000 waves can be imported, as long as you don't exceed the total capacity limit.**

Saving and Loading Data Files

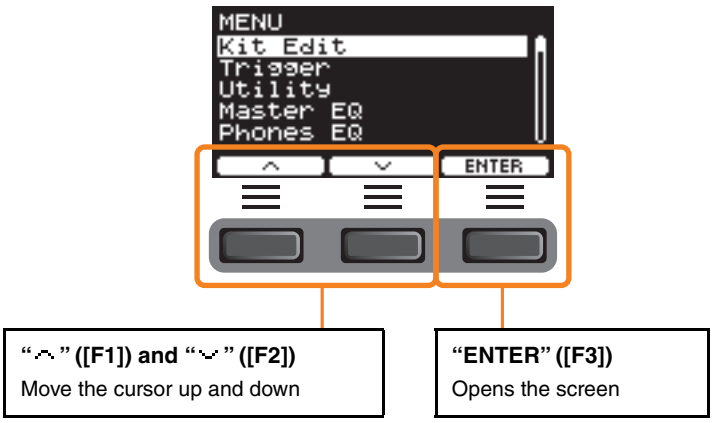
All data saved in the DTX-PRO can be saved to a USB flash drive. Files saved to a USB flash drive can be loaded back into the DTX-PRO.

MENU Button

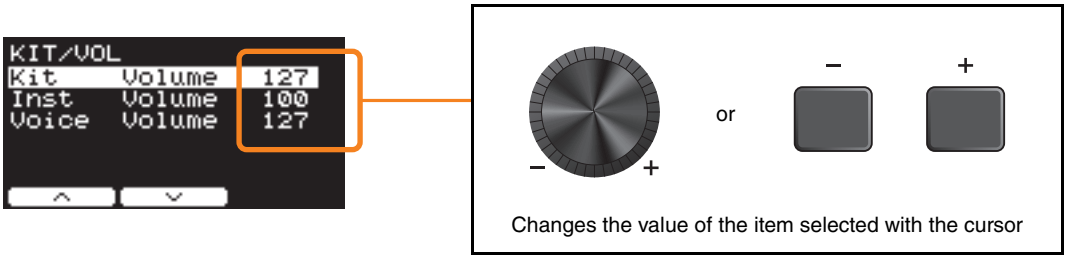
Basic Screen Operations

The screen appears when you press the [MENU] button.

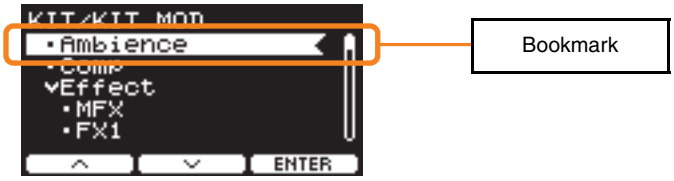
Navigating the MENU



Changing the Setting Values

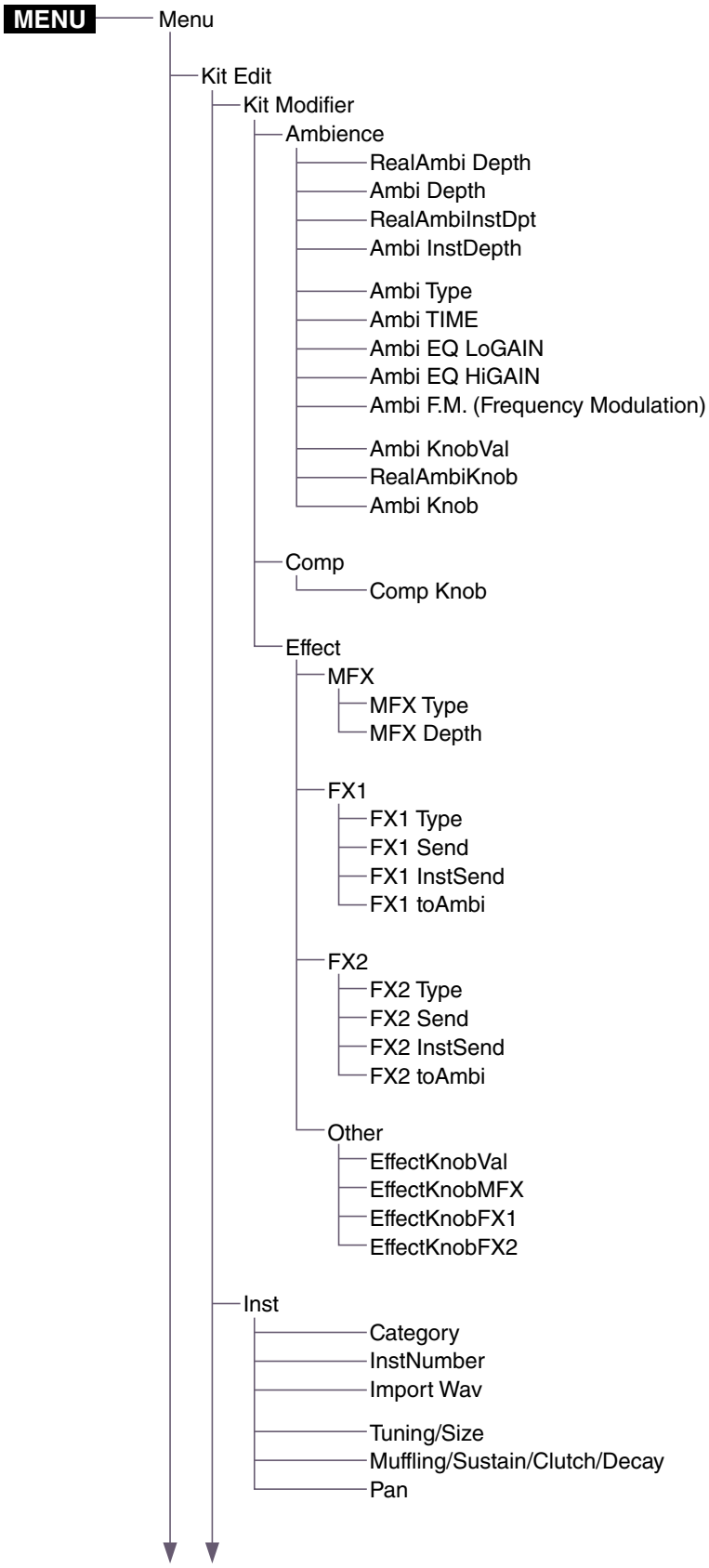


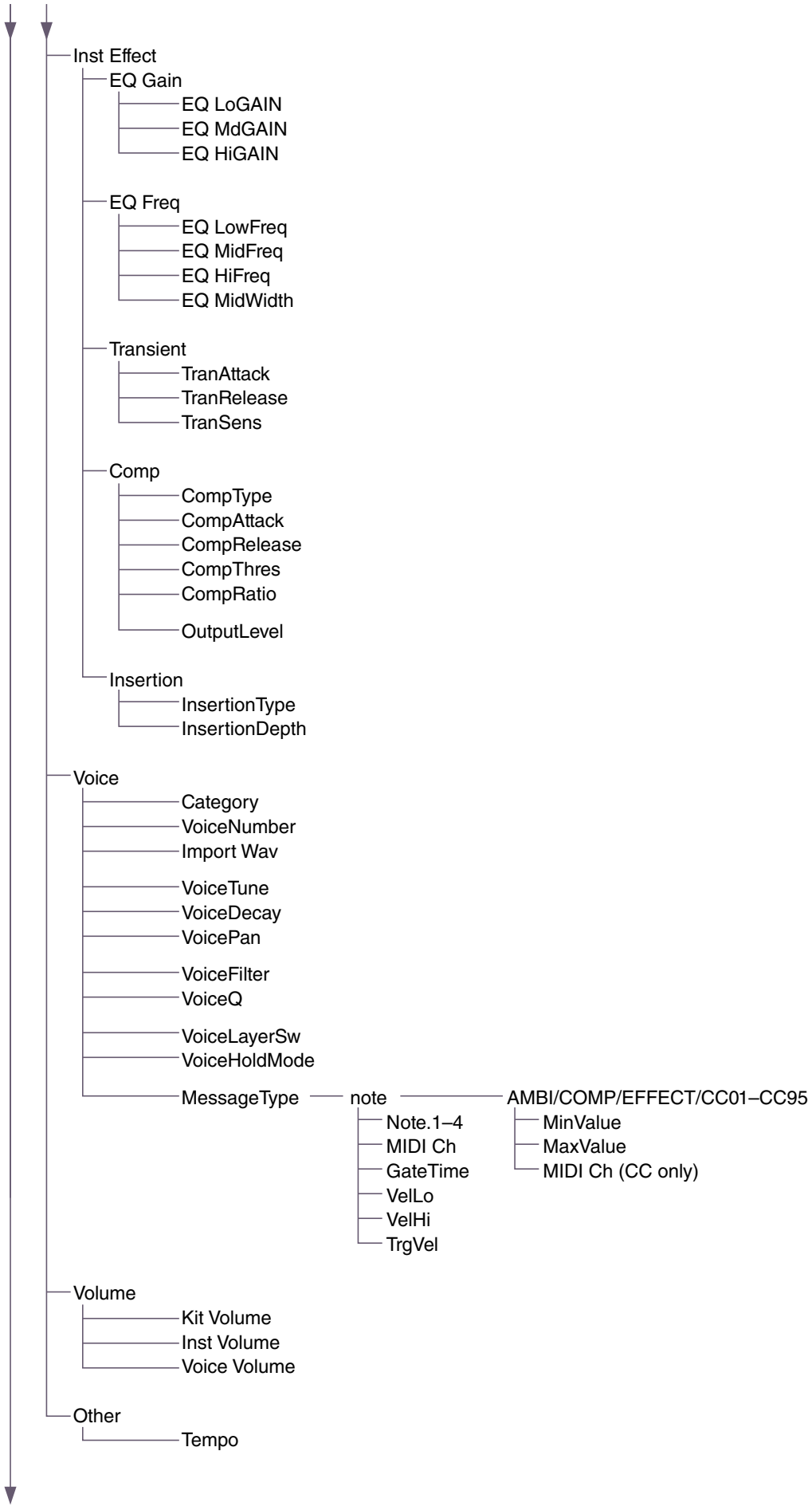
Bookmark feature

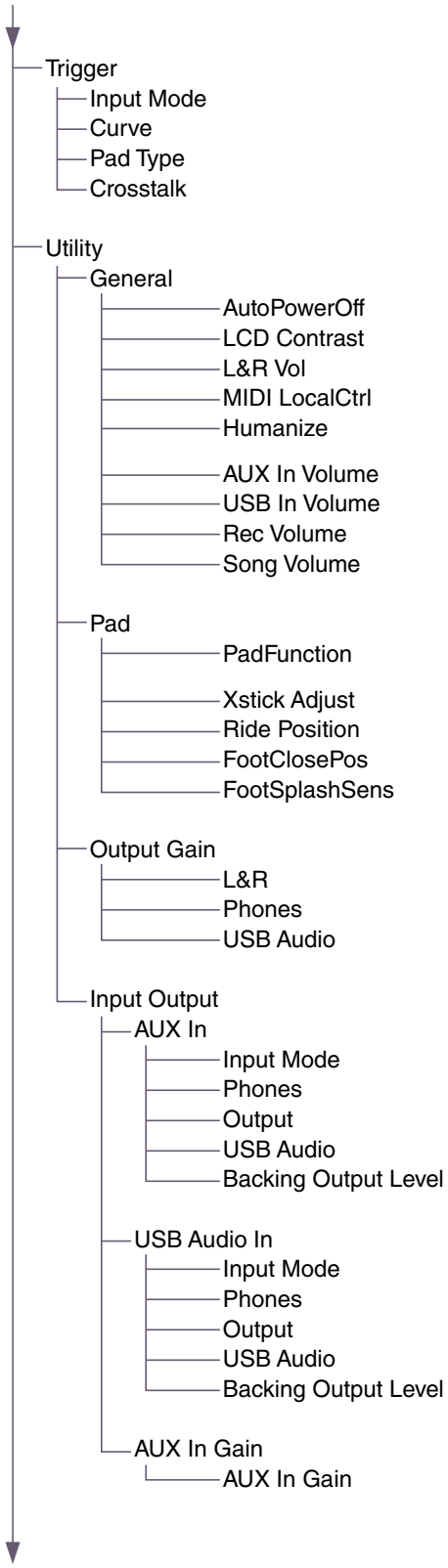


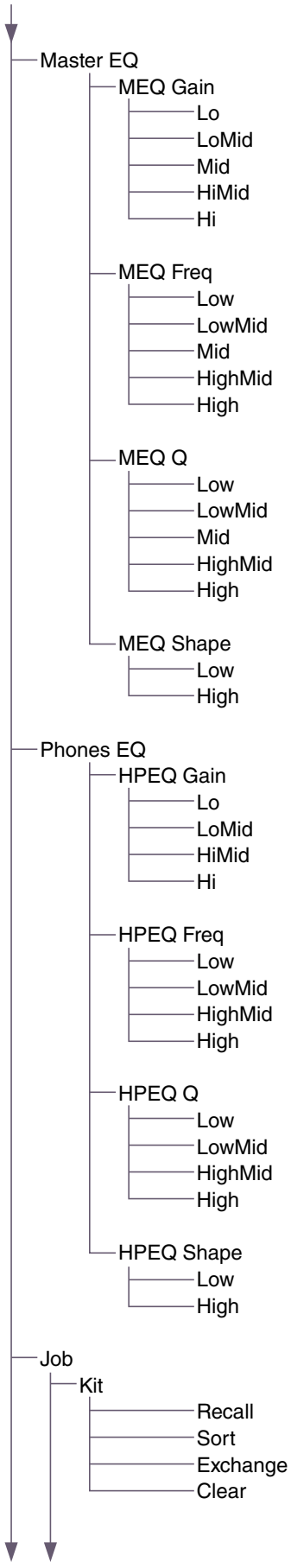
On some of the screens, you can use bookmarks for easier access to the parameters you often call up and use.
Select a bookmark, and then press the button below "ENTER" ([F3]) to display the relevant parameter settings screen.
You can use the buttons below "^" and "v" ([F1] and [F2]) on the parameter settings screen to move the cursor between bookmarks. Press the [EXIT] button to return to the bookmark.

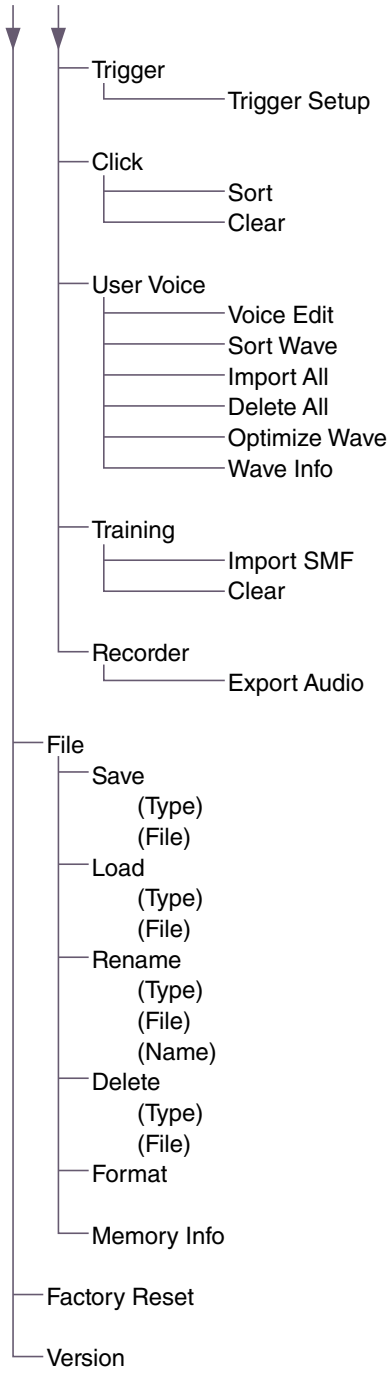
Function List




Inst Effect
EQ Gain
EQ LoGAIN
EQ MdGAIN
EQ HiGAIN
EQ Freq
EQ LowFreq
EQ MidFreq
EQ HiFreq
EQ MidWidth
Transient
TranAttack
TranRelease
TranSens
Comp
CompType
CompAttack
CompRelease
CompThres
CompRatio
OutputLevel
Insertion
InsertionType
InsertionDepth
Voice
Category
VoiceNumber
Import Wav
VoiceTune
VoiceDecay
VoicePan
VoiceFilter
VoiceQ
VoiceLayerSw
VoiceHoldMode
MessageType
note
Note.1–4
MIDI Ch
GateTime
VelLo
VelHi
TrgVel
AMBI/COMP/EFFECT/CC01–CC95
MinValue
MaxValue
MIDI Ch (CC only)
Volume
Kit Volume
Inst Volume
Voice Volume
Other
Tempo


Trigger
Input Mode
Curve
Pad Type
Crosstalk
Utility
General
AutoPowerOff
LCD Contrast
L&R Vol
MIDI LocalCtrl
Humanize
AUX In Volume
USB In Volume
Rec Volume
Song Volume
Pad
PadFunction
Xstick Adjust
Ride Position
FootClosePos
FootSplashSens
Output Gain
L&R
Phones
USB Audio
Input Output
AUX In
Input Mode
Phones
Output
USB Audio
Backing Output Level
USB Audio In
Input Mode
Phones
Output
USB Audio
Backing Output Level
AUX In Gain
AUX In Gain


Master EQ
MEQ Gain
Lo
LoMid
Mid
HiMid
Hi
MEQ Freq
Low
LowMid
Mid
HighMid
High
MEQ Q
Low
LowMid
Mid
HighMid
High
MEQ Shape
Low
High
Phones EQ
HPEQ Gain
Lo
LoMid
HiMid
Hi
HPEQ Freq
Low
LowMid
HighMid
High
HPEQ Q
Low
LowMid
HighMid
High
HPEQ Shape
Low
High
Job
Kit
Recall
Sort
Exchange
Clear


Trigger
Trigger Setup
Click
Sort
Clear
User Voice
Voice Edit
Sort Wave
Import All
Delete All
Optimize Wave
Wave Info
Training
Import SMF
Clear
Recorder
Export Audio
File
Save
(Type)
(File)
Load
(Type)
(File)
Rename
(Type)
(File)
(Name)
Delete
(Type)
(File)
Format
Memory Info
Factory Reset
Version

Parameter Descriptions

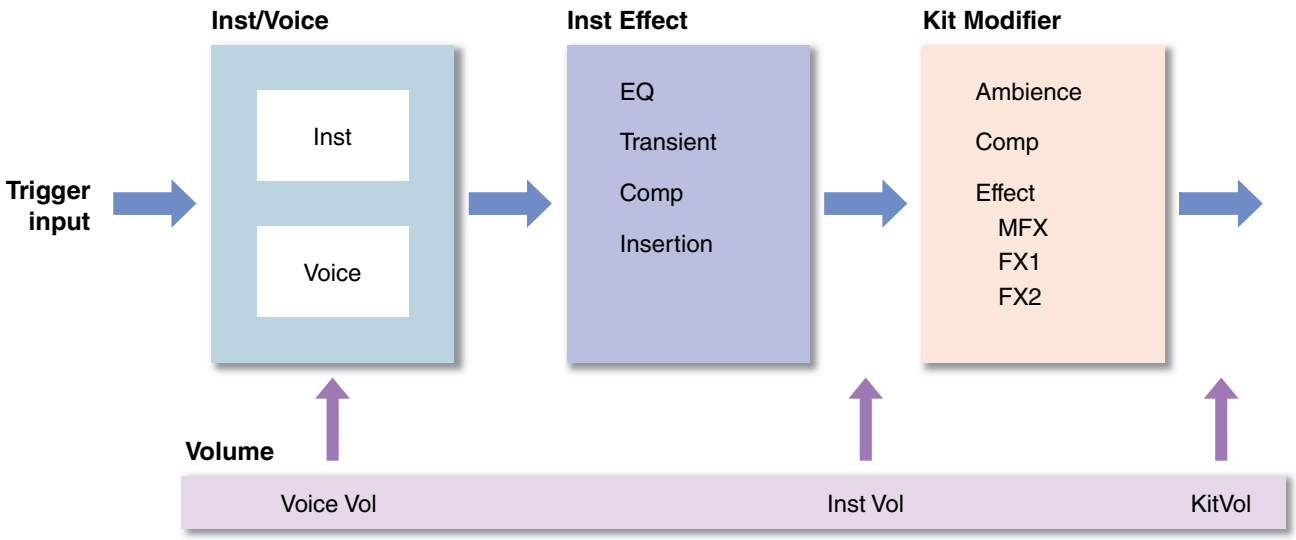
Kit Edit

This section explains the “Kit Edit” settings in the menu. In Kit Edit, you can configure kit modifiers, Insts, Inst effects, voices, volume and other settings.
With kit modifiers, you can customize the Ambience, Comp, and Effect settings to your liking. The settings that can be changed are the parameters for each Inst, effects that can be set for each Inst, voice settings (set by input source or layer), volume settings (master volume, Inst volume, voice volume), and others.

NOTICE

Save (Store) the kit once it has been customized to your liking (Owner’s Manual). Customized kit data will be lost when you select another kit without first storing the settings.

● Kit Block Diagram



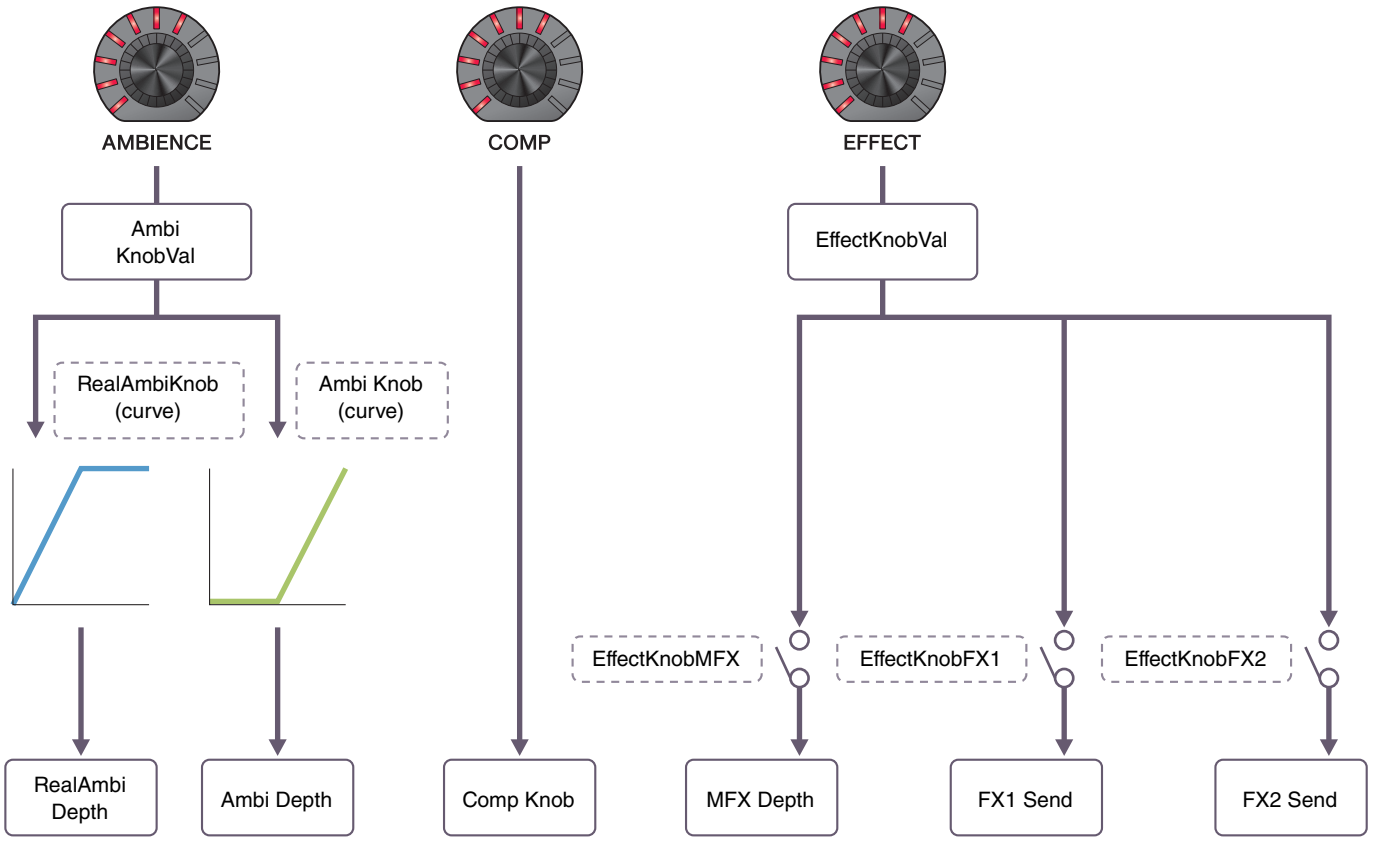
MENU/Kit Edit

- **Kit Modifier**
- **Inst**
- **Inst Effect**
- **Voice**
- **Volume**
- **Other**

Kit Modifier

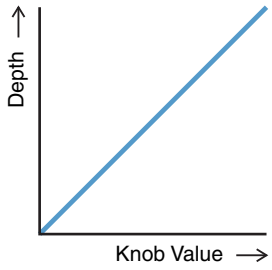
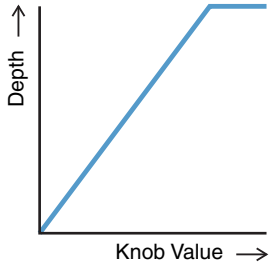
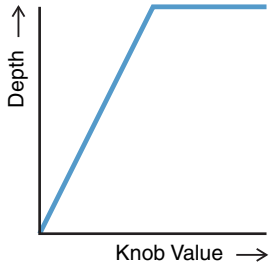
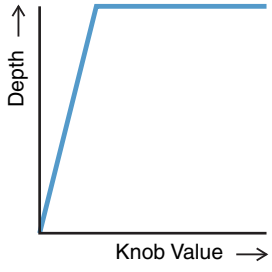
The Kit modifier parameters allow you to change the advanced settings for the KIT MODIFIER knobs.
A diagram of the relationship between the knobs and parameters is provided below.

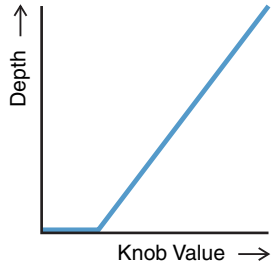
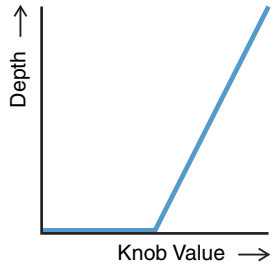
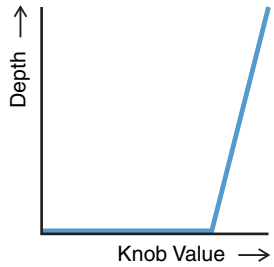
Parameters associated with the knobs



MENU/Kit Edit/Kit Modifier

Screen	Parameter	Settings	Description
Ambience			
	RealAmbi Depth	0–127	Adjusts the overall depth of RealAmbi to be applied. You can also control this parameter with the [AMBIENCE] knob. The Inst sounds for which RealAmbi can be applied are limited. For more information, refer to the Data List (PDF).
	Ambi Depth	0–127	Adjusts the overall depth of Ambi to be applied. You can also control this parameter with the [AMBIENCE] knob.
	RealAmbiInstDpt	0–100	Adjusts the depth of RealAmbi to be applied to each Inst.
	Ambi InstDepth	0–127	Adjusts the depth of Ambi to be applied to each Inst.
	Ambi Type	Effect Type (page 106)	Sets the Ambi type.
	Ambi TIME	0.3s–30.0s	Adjusts the Ambi length.
	Ambi EQ LoGAIN	-12 – 0 – +12	Adjusts the gain of the low band for Ambi to be adjusted with the EQ.
	Ambi EQ HiGAIN		Adjusts the gain of the high band for Ambi to be adjusted with the EQ.
	Ambi F.M. (Frequency Modulation)	The range varies depending on the Ambi Type.	Adjusts the frequency modulation of effects such as chorus and flanger to be applied to Ambi.

Screen	Parameter	Settings	Description
	Ambi KnobVal	0–127	This setting is adjusted with the [AMBIENCE] knob. You can use this parameter to finely adjust the value controlled with the [AMBIENCE] knob.
	RealAmbiKnob Ambi Knob		Choose the curve for controlling the RealAmbi Depth or Ambi Depth to be applied when the [AMBIENCE] knob is turned.
		off	RealAmbi Depth or Ambi Depth will not change when the [AMBIENCE] knob is turned.
		curve1	
		curve2	
		curve3	
		curve4	

Screen	Parameter	Settings	Description
		curve5	
		curve6	
		curve7	
Comp			
	Comp Knob	0–127	Sets the level of Comp to be applied. You can use this parameter to finely adjust the value controlled with the [COMP] knob.
Effect			
MFX			
	MFX Type	Effect Type (page 108)	Selects the type of Master Effect to be applied.
	MFX Depth	0–127	Sets the depth of Master Effect to be applied. You can use this parameter to finely adjust the value controlled with the [EFFECT] knob.

Screen	Parameter	Settings	Description
FX1			
	FX1 Type	Effect Type (page 107)	Select the type of Effect 1 to be applied.
	FX1 Send	0–127	Adjusts the send level for the entire sound to be sent to Effect 1.
	FX1 InstSend	0–127	Adjusts the send level for the Inst sound to be sent to Effect 1.
	FX1 toAmbi	0–127	Adjusts the send level for Effect 1 to be sent to Ambi.
FX2			
	FX2 Type	Effect Type (page 107)	Select the type of Effect 2 to be applied.
	FX2 Send	0–127	Adjusts the level of the entire sound to be sent to Effect 2.
	FX2 InstSend	0–127	Adjusts the level of the Inst sound to be sent to Effect 2.
	FX2 toAmbi	0–127	Adjusts the level of Effect 2 to be sent to Ambi.
Other			
	EffectKnobVal	0–127	This value is adjusted with the [EFFECT] knob. You can use this parameter to finely adjust the value controlled with the [EFFECT] knob.
	EffectKnobMFX	off on	Sets whether to control MFX Depth when turning the [EFFECT] knob.
	EffectKnobFX1		Sets whether to control FX1 Send when turning the [EFFECT] knob.
	EffectKnobFX2		Sets whether to control FX2 Send when turning the [EFFECT] knob.

Inst

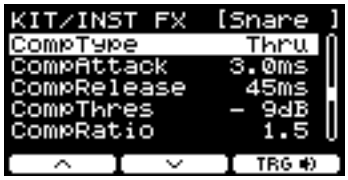
MENU/Kit Edit/Inst

Screen	Parameter	Settings	Description
	Category	Refer to the Data List (PDF)	Specifies the Inst category. The Inst can also be selected by pressing the button below “INST” ([F1]) on the KIT screen.
	InstNumber	Refer to the Data List (PDF)	Specifies the Inst number. The Inst can also be selected by pressing the button below “INST” ([F1]) on the Kit screen.
	Import Wav		Imports audio files. When you press the button below “ENTER” ([F3]), the IMPORT screen appears.
 Different parameters will be shown depending on the Inst category.	Tuning	-12.00 – 0.00 – +12.00	Adjusts the pitch in units of 25 cents. 0.01 corresponds to 1 cent. **NOTE** A “cent” is a unit of pitch defined as one hundredth of a semitone. (100 cents = 1 semitone)
	Size	-32 – 0 – +32	Simulates the effect of changing the cymbal size.
	Muffling	0 – +16	Simulates the effect of changing the degree of muffling (or how much the drum head is muted)
	Sustain	-32 – 0	Determines the cymbal’s sustain time (i.e., how quickly the sound decays to silence).
	Clutch	-32 – 0 – +32	Simulates the effect of changing the hi-hat’s clutch position. The smaller the setting, the quicker an open hi-hat sound will decay to silence. **NOTE** Hi-Hat Clutch setting is applied to all Kits.
	Decay	-16 – 0	Determines how quickly the sound decays to silence.
	Pan	L64–C–R63	Sets the position in the stereo field (pan).

Inst Effect

MENU/Kit Edit/Inst Effect

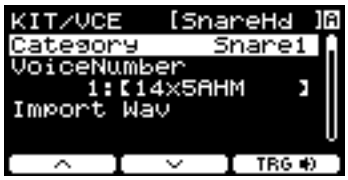
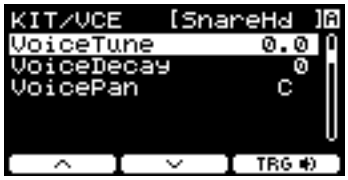
Screen	Parameter	Settings	Description
EQ Gain			
	EQ LoGAIN	-12 – 0 – +12 (dB)	Adjusts the gain of the low band to be adjusted with the EQ.
	EQ MdGAIN	-12 – 0 – +12 (dB)	Adjusts the gain of the mid band to be adjusted with the EQ.
	EQ HiGAIN	-12 – 0 – +12 (dB)	Adjusts the gain of the high band to be adjusted with the EQ.
EQ Freq			
	EQ LowFreq	32Hz–2.0kHz	Adjusts the frequency of the low band to be adjusted with the EQ.
	EQ MidFreq	100Hz–10kHz	Adjusts the frequency of the mid band to be adjusted with the EQ.
	EQ HiFreq	500Hz–16kHz	Adjusts the frequency of the high band to be adjusted with the EQ.
	EQ MidWidth	0.1–12.0	Adjusts the width of the mid band.
Transient			
	TranAttack	-50 – 0 – +50	Adjusts the attack.
	TranRelease	-50 – 0 – +50	Adjusts the release.
	TranSens	Low, LowMid, HighMid, High	Sets how the transient effect is applied.

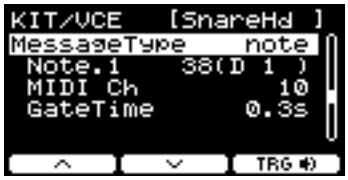
Screen	Parameter	Settings	Description
Comp			
	CompType	Thru, Kick 1, Kick 2, Snare 1, Snare 2, Tom 1, Tom 2, Cymbal, Limiter	Sets the Comp type. By changing this parameter, CompAttack, CompRelease, CompThres, and CompRatio are set to optimal values. You can adjust each of those parameters as necessary.
	CompAttack	1.0ms–40.0ms	Sets the duration until the Comp effect reaches its peak.
	CompRelease	10ms–680ms	Sets the duration until the Comp effect fades away.
	CompThres	-48dB – -6dB	Sets the input level at which Comp starts being applied.
	CompRatio	1.0–20.0	Sets the compression ratio of the Comp effect.
	OutputLevel	-18.0dB – 0.0dB – +18.0dB	Sets the output level.
Insertion			
	InsertionType	Effect Type (page 108)	Selects the type of insertion effect.
These parameters cannot be set for Pad3, Pad5, Pad7 or Pad13.	InsertionDepth	0–127	Adjusts the depth of insertion effect to be applied.

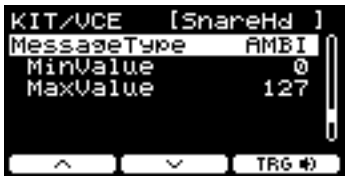
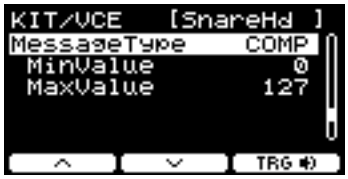
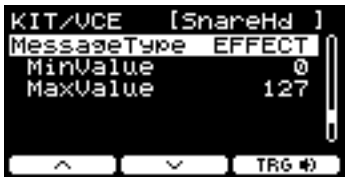
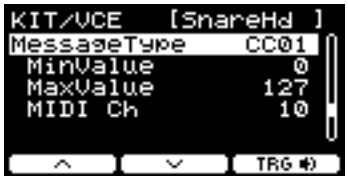
Voice

The Voice parameters shown with A, B, C, or D in the upper right of the screen are for layers, while the voice parameters shown without are for input sources.

MENU/Kit Edit/Voice

Screen	Parameter	Settings	Description
	Category	Refer to the Data List (PDF)	Specifies the voice category.
	VoiceNumber	Refer to the Data List (PDF)	Specifies the voice number.
	Import Wav		Imports audio files. When you press the button below “ENTER” ([F3]), the IMPORT screen appears.
	VoiceTune	-24.0 – 0.0 – +24.0 (0.1=10 cents)	Sets the tuning of the voice assigned. 0.1 corresponds to 10 cents.
	VoiceDecay	-64 – 0	Sets the decay (the time it takes for the sound to fade away to silence) for the voice assigned. The smaller the value, the crisper the sound produced becomes.
	VoicePan	L63–C–R63	Sets the stereo pan of the voice.
	VoiceFilter	-64 – 0 – +63	Sets the filter cutoff frequency for the voice assigned. Negative values produce a darker sound, while positive values produce a brighter sound.
	VoiceQ	-64 – 0 – +63	Sets the Q (filter resonance) for the filter of the voice assigned. Increases the signal near the Filter Cutoff Frequency adding character to the sound.

Screen	Parameter	Settings	Description
	VoiceLayerSw		Sets how the voices assigned to the trigger input source are played.
		stack	Plays voices registered to layers simultaneously.
		alt	Plays voices registered to layers in sequential order.
	VoiceHoldMode		Sets the hold mode for the voice.
		on	When User is selected for the voice category, striking the pad plays the sounds repeatedly in a loop, and striking the pad again stops the sound. MIDI Key On and Key Off messages are sent alternately each time the pad is struck.
		off	With this setting, the pad plays one-shot sounds. A MIDI Note On message is sent when a pad is struck, and the corresponding Note Off message is sent automatically after the gate time has elapsed.
	MessageType		Sets the type of MIDI message to be sent when the pad is struck. **NOTE** Any setting other than “note” does not produce a sound when the pad is struck.
	note		Sends a MIDI note. Use this parameter to set the pad to produce a sound when struck. You can assign a MIDI note to each layer to send up to four MIDI notes at once.
	Note.1–4	off, 1(C#-2) – 127(G8)	Sets the MIDI note number that is sent whenever a trigger signal is received at the selected trigger input source. Settings are displayed as “Note number / Note name.” You can use the [F3] button to select Note1 to Note4 in order.
	MIDI Ch	1–16	Sets which MIDI channel to use for sending out the MIDI message to play the Trigger Input Source.
	GateTime	0.0s–9.9s	Sets the gate time (the time that passes between the output of MIDI Key On and Key Off messages) for the trigger input.

Screen	Parameter	Settings	Description
	VelLo	0–126	Sets the velocity range for the layer.
	VelHi	1–127	
	TrgVel		Use this parameter to control the velocity value of MIDI notes sent when the current pad is struck.
		variable	MIDI velocity values will reflect the strength with which the pad is struck.
		1–127	MIDI notes are sent with this fixed velocity value, regardless of how hard or soft the pad is struck.
	AMBI		Controls the amount of Ambience (knob) according to how hard the pad is struck. No sound is produced when the pad is struck.
	MinValue	0–127	Sets the amount of Ambience (minimum value) applied when the pad is struck lightly.
	MaxValue	0–127	Sets the amount of Ambience (maximum value) applied when the pad is struck strongly.
	COMP		Controls the amount of comp (knob) according to how hard the pad is struck. No sound is produced when the pad is struck.
	MinValue	0–127	Sets the amount of Comp (minimum value) applied when the pad is struck lightly.
	MaxValue	0–127	Sets the amount of Comp (maximum value) applied when the pad is struck strongly.
	EFFECT		Controls the amount of Effect (knob) according to how hard the pad is struck. No sound is produced when the pad is struck.
	MinValue	0–127	Sets the amount of Effect (minimum value) applied when the pad is struck lightly.
	MaxValue	0–127	Sets the amount of Effect (maximum value) applied when the pad is struck strongly.
	CC01–CC95		Sends a Control Change message according to how hard the pad is struck. No sound is produced when the pad is struck.
	MinValue	0–127	Sets the minimum value when the pad is struck lightly.
	MaxValue	0–127	Sets the maximum value when the pad is struck strongly.
	MIDI Ch	1–16	Sets the MIDI channel for sending the specified MIDI messages.

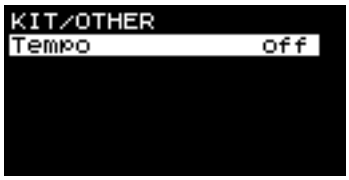
Volume

MENU/Kit Edit/Volume

Screen	Parameter	Settings	Description
	Kit Volume	0–127	Sets the overall volume for the kit. Adjust the balance between kits.
	Inst Volume	0–127	Sets the volume of the Inst. Adjust the balance between Inst sounds within the same kit.
	Voice Volume	0–127	Sets the volume of the voice assigned to a layer. Use this parameter to adjust the balance between zones in the same Inst, and the balance between layers.

Other

MENU/Kit Edit/Other

Screen	Parameter	Settings	Description
	Tempo	off, 30–300	Sets the metronome tempo for the selected kit. When set to “off,” the tempo stays the same when the kit has been changed. For using the metronome to check the tempo during live performance or for using tempo sync effects, use the tempo set to the kit.

TRIGGER

This section explains the “Trigger” settings in the menu. The characteristics of the trigger signals output from pads when they are played depend on a range of different pad design factors.
The “Trigger” settings allow you to optimize trigger signals for each pad for processing by the DTX-PRO.
Select the appropriate pad type when you add or change pads. When you connect the pad to the [⓬KICK/⓭] jack, [❻TOM3/❼] jack, [❹TOM2/❺] jack or [❷TOM1/❸] jack, make sure to change the input mode.

MENU/Trigger

- **Input Mode**
- **Curve**
- **Pad Type**
- **Crosstalk**

Input Mode

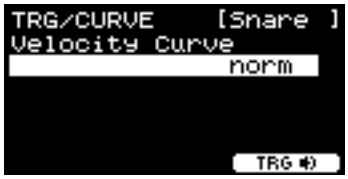
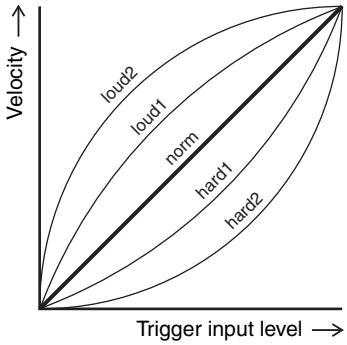
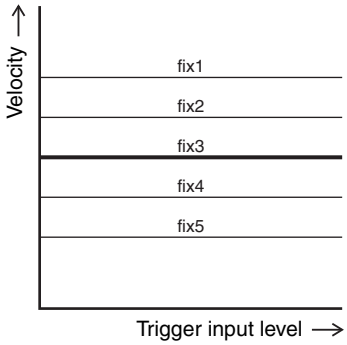
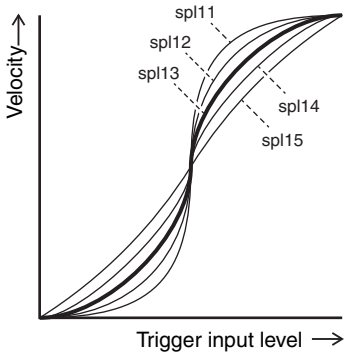
Sets how to use the mono × 2 input jack. Select “paired” when using a Drum Trigger (DT50S) or similar device.

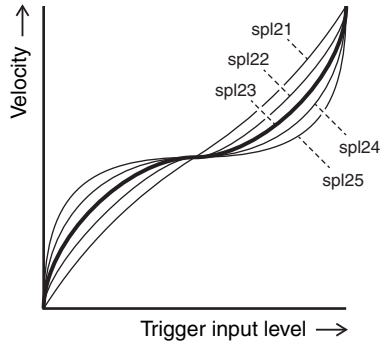
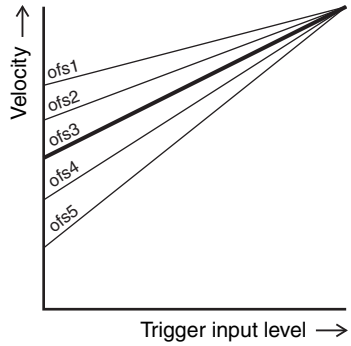
MENU/Trigger/Input Mode

Screen	Parameter	Settings	Description
	Tom1/Pad3	paired, separate	Sets the [❷TOM1/❸] jack to use ❷TOM1 and ❸ trigger inputs as a set or separately.
	Tom2/Pad5		Sets the [❹TOM2/❺] jack to use ❹TOM2 and ❺ trigger inputs as a set or separately.
	Tom3/Pad7		Sets the [❻TOM3/❼] jack to use ❻TOM3 and ❼ trigger inputs as a set or separately.
	Kick/Pad13		Sets the [⓬KICK/⓭] jack to use ⓬KICK and ⓭ trigger inputs as a set or separately.

Curve

MENU/Trigger/Curve

Screen	Parameter	Settings	Description
	Velocity Curve		Selects a velocity curve for the selected pad. A velocity curve determines how the velocity of the sound is affected by how hard you strike the pad.
		loud2, loud1, norm, hard1, hard2	
		fix1–fix5	
		spl11–spl15	

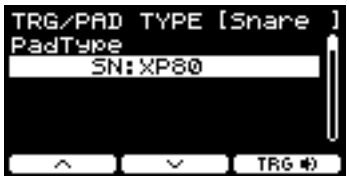
Screen	Parameter	Settings	Description
		spl21–spl25	
		ofs1–ofs5	

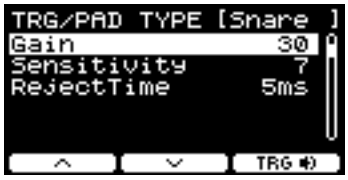
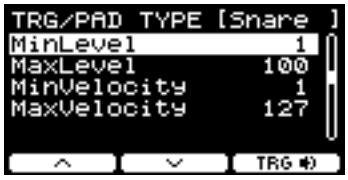
Pad Type

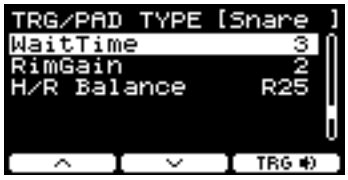
● What is a Pad Type?

In order to ensure that you get the best sound from each and every pad, we have prepared a full range of optimized trigger parameters (i.e., various values related to pad input signals and the like), and named them accordingly. These groupings of parameters are referred to as "pad types." Given that pads come in many different varieties, such as kicks, snares, toms, cymbals, and drum triggers, it follows that pad characteristics vary widely. The DTX-PRO comes preloaded with pad types for each different set of characteristics, allowing you to use them to their maximum potential.

MENU/Trigger/Pad Type

Screen	Parameter	Settings	Description
	PadType		Sets the pad type.
	--	OFF	
	KK	KP125W/125, KP100, KP90, KP65, KU100	
	SN	XP120/100, XP80, TP70S/70	
	TM	XP120/100, XP80, XP70, TP70S/70	
	CY	PCY155, PCY135, PCY100, PCY95, PCY90	Select "PCY95" for the crash cymbal pad included in the DTX6K-X kit.
	HH	RHH135, PCY100, PCY95, PCY90	For pads other than RHH135, HH65 (sold separately) must be used as the hi-hat controller.
	DT	50S SN, 50S tomH, 50S tomL, 50K, 50S SN-M, 50S tomH-M, 50S tomL-M, 50K-M	

Screen	Parameter	Settings	Description
	Gain	1–127	Sets the gain (amplification) of the input signal for when hitting the pad selected in Pad Type. **NOTE** With a high setting, all input signals above a certain level will be amplified to the same level (i.e., the maximum level). This means that variation in the softness or hardness with which the pad is struck can be smoothed out. Meanwhile, when a low setting is used, the softness or hardness of playing will be reflected to a much greater degree in the output trigger signal, allowing for more expressive performances.
	Sensitivity	1–13	Sets sensitivity for when the pad is stuck lightly. **NOTE** Using a value that is too low may result in no sound when struck too lightly or when playing a fast roll. Using a value that is too large may result in crosstalk. If you must make an adjustment, try to do so in a way that does not hinder your performances.
	RejectTime	4ms–500ms	Trigger signals that occur within the time set here are regarded as double triggers and will not produce any sound. Larger values increase the amount of time that no sound is produced. **NOTE** In the following case, a sound is output with the second input even though it occurs within the reject time. • When Trigger Level of the second strike within the RejectTime is at least twice as strong as that of the first.
	MinLevel	0–99	These parameters set the range of Trigger Input signals that convert to velocity values from minimum (%) to maximum (%). Trigger signals that are below the minimum level set here will not produce any sound. Meanwhile, the Trigger signals above the maximum level will be set as a Maximum Velocity, as explained in MinVelocity / MaxVelocity shown below.
	MaxLevel	1–100	
	MinVelocity	0–126	These parameters set the minimum and maximum velocities corresponding to the MinLevel / MaxLevel parameters above. Sound will be produced between the velocities set here.
	MaxVelocity	1–127	

Screen	Parameter	Settings	Description
	WaitTime	1–64 (msec)	Sets the time until the target pad detects a trigger signal. Adjust the setting so that the trigger signal is detected at its peak and that the strength for striking the pad corresponds to the volume of the sound produced.
	RimGain	1–127	Sets the rim gain level of a multi-piezo pad connected to a multi-piezo supported jack. When using a mono × 2 input jack, this parameter is effective only in the paired input mode.
	H/R Balance	H49–H1, 0, R1–R49	Sets the balance between the head and rim of a multi piezo pad. If the head sound is produced when the rim is struck, increase the R value to make the rim sound louder. If the rim sound is produced when the head is struck, press the [–] button to increase the H value to make the head sound louder. When using a mono × 2 input jack, this parameter is effective only when the input mode is set to “paired.”

Crosstalk

The term “crosstalk” refers to the output of trigger signals from an electronic drum pad (including an acoustic drum with a drum trigger attached) other than the one that was struck as a result of vibrations or interference between pads. Crosstalk is prevented by suppressing any trigger signal sound that is lower than the specified value.

MENU/Trigger/Crosstalk

Screen	Parameter	Settings	Description
	All Reject Lvl	0–99	Resolves crosstalk between the pad that is displayed at the upper right of the screen and all other pads. While higher values are better at preventing crosstalk, they can also make it difficult to play other sounds at the same time.
	Specified rejection level from P1 to P14	Level: --(0), 1–99 Source Pad: 1 Snare 2 Tom1 3 Pad3 4 Tom2 5 Pad5 6 Tom3 7 Pad7 8 Ride 9 Crash1 10 Crash2 11 HiHat 12 Kick 13 Pad13 14 Pad14	Resolves crosstalk between the pad that is displayed at the upper right of the screen and other individual pads. For example, in a case where the Snare mistakenly produces a sound when the Kick is struck, hit the snare pad and set “Snare” to be displayed in the upper right of the screen, move the cursor to “12” (Kick), and then raise the Reject Lvl. While higher values are better at preventing crosstalk, they can also make it more difficult to play other pads at the same time. **NOTE** When the Input Mode is set to “paired,” Pad3, Pad5, Pad7, or Pad13 will not be set as a Source Pad even when the Level is set.

Utility

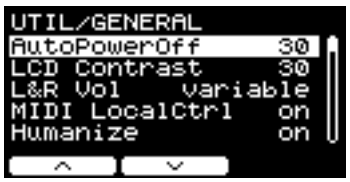
This section explains the “Utility” settings in the menu.
General settings, pad settings, output gain and I/O settings are configured here.

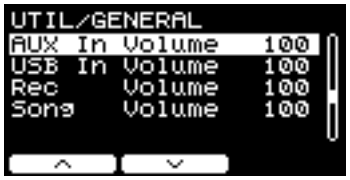
MENU/Utility

- **General**
- **Pad**
- **Output Gain**
- **Input Output**

General

MENU/Utility/General

Screen	Parameter	Settings	Description
	AutoPowerOff	off, 5, 10, 15, 30, 60, 120 (min)	Sets the time that elapses until the power is turned off by the Auto Power-Off function. Set this parameter to “off” to disable the Auto Power Off function. **NOTICE** **The time setting for the Auto Power-Off function is approximate.** **Unsaved data is lost when the DTX-PRO is turned off by the Auto Power-Off function. Make sure to store data before the power is automatically turned off.**
	LCD Contrast	0–63	Adjusts the contrast on the screen.
	L&R Vol	variable (works with the [MASTER VOLUME] knob), 1–127 (fixed value)	Sets the volume of the OUTPUT jacks. In live situations, for example, set the output volume to a fixed value, so that you can adjust only the Headphone volume with the [MASTER VOLUME] knob. Set to “variable” to adjust the Headphone volume and the volume of the OUTPUT jacks with the [MASTER VOLUME] knob.

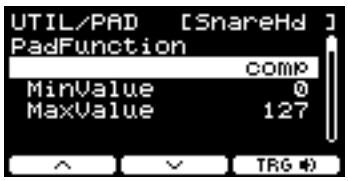
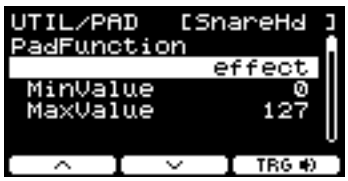
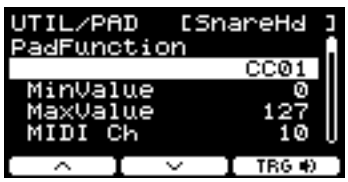
Screen	Parameter	Settings	Description
	MIDI LocalCtrl	off, on	Enables (on) or disables (off) the internal tone generator when performing with pads. This is normally set to “on.” When set to “off,” the trigger input section and tone generator section are disconnected within the DTX-PRO, so no sound is produced when the pads are struck. However, regardless of this setting, performance information on the DTX-PRO is transmitted as MIDI data, and MIDI messages received from external devices are processed by the DTX-PRO. An “off” setting is useful when you want to record your drum performance as MIDI data to a sequencer or DAW software.
	Humanize	on, off	Sets whether to create a natural variation in sounds (on) or not (off) to prevent each note to be too uniform when striking the same pad repeatedly.
	AUX In Volume	0–127	Sets the volume for the [AUX IN] jack.
	USB In Volume	0–127	Sets the volume for the USB audio input.
	Rec Volume	0–127	Sets the volume of recorder playback.
	Song Volume	0–127	Sets the volume of training songs.

Pad

MENU/Utility/Pad

Screen	Parameter	Settings	Description
	PadFunction		Specifies an operational function to be performed, such as changing the kit number or tempo, instead of playing a sound when the pad is struck. Either strike the pad you want to set, or press the TRG (F3) button to select the pad, and then select the function you want to assign.
		off	Pad produces sound as normally expected.

Screen	Parameter	Settings	Description
		inc kit	Increases the kit number by 1.
		dec kit	Decreases the kit number by 1.
		select kit	Selects the kit. Kit number
		toggle kit	Switches between kits. Every time the pad is struck, the setting changes between two kits. Kit number 1 Kit number 2
		inc tempo	Increases the tempo value by 1.
		dec tempo	Decreases the tempo value by 1.
		tap tempo	Sets the tap tempo.
		click start/stop	Starts or stops the click.

Screen	Parameter	Settings	Description
		xstick on/off	Turns cross stick sounds on or off.
		sound off	Mutes the sound.
		ambience	Controls the amount of Ambience ([AMBIENCE] knob value) according to how hard the pad is struck. MinValue: The minimum amount of Ambience to be applied when the pad is struck lightly MaxValue: The maximum amount of Ambience to be applied when the pad is struck strongly
		comp	Controls the amount of Comp ([COMP] knob value) according to how hard the pad is struck. MinValue: The minimum amount of Comp applied when the pad is struck lightly MaxValue: The maximum amount of Comp applied when the pad is struck strongly
		effect	Controls the amount of Effect ([EFFECT] knob value) according to how hard the pad is struck. MinValue: The minimum amount of Effect to be applied when the pad is struck lightly MaxValue: The maximum amount of Effect to be applied when the pad is struck strongly
		CC01–CC95	Sends a Control Change message according to how hard the pad is struck. MinValue: Minimum value when the pad is struck lightly MaxValue: Maximum value when the pad is struck strongly MIDI Ch: MIDI Channel

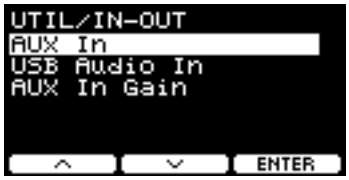
Screen	Parameter	Settings	Description
	Xstick Adjust	1–127	Sets the strength for switching the cross sticking to or from the open rim shots when hitting the rim of the multi piezo pad connected to the [❶SNARE] jack. Increasing this value makes it easier to produce the cross-stick sound when the pad is struck strongly. Conversely, reducing this value makes it easier to produce the open rim shot when the pad is struck lightly. Turn the cross stick setting off to always play the open rim shot sound. Note that this parameter is not effective when a single-piezo pad is connected.
	Ride Position	off, on	Switches the position sensor for the bow of the ride cymbal on or off. Turn the ride position on for creating tonal changes based on location of the pad that is struck. To use this function, you will need to connect a pad with position sensing to the [❽RIDE] jack. You will also need to select an Inst or a voice that supports position sensing. For more information, refer to the Data List.
	FootClosePos	-32 – 0	Use this parameter to adjust the position at which the hi-hat switches from open to closed when the hi-hat controller or the hi-hat pedal is operated. The lower the value, the smaller the virtual opening between the top and bottom hi-hats.
	FootSplashSens	off, 1–127	Use this parameter to set the degree of sensitivity for detecting hi-hat foot splashes. The higher the value, the easier it will be to produce a foot-splash sound with a hi-hat controller. High values may, however, result in splash sounds being unintentionally produced when, for example, you depress the hi-hat controller or the hi-hat pedal lightly as you keep time. It is a good idea to set this parameter to “off” if you do not want to play foot splashes.

Output Gain

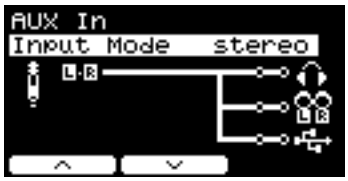
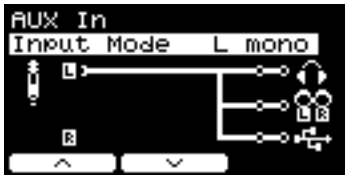
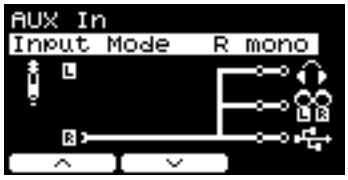
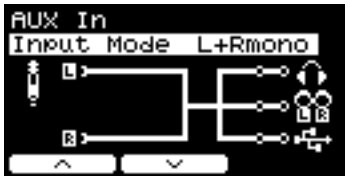
MENU/Utility/Output Gain

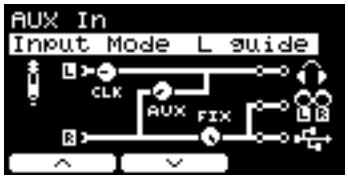
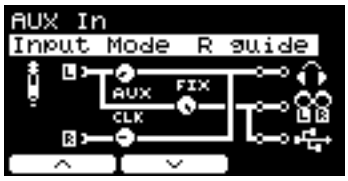
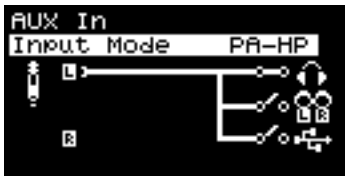
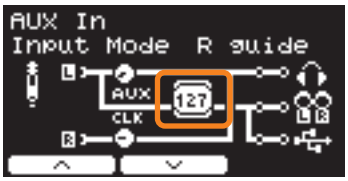
Screen	Parameter	Settings	Description
	L&R	-18dB, -12dB, -6dB, 0dB, +6dB, +12dB, +18dB	Sets the output gain for the L&R jacks.
	Phones		Sets the output gain for the Phones jack.
	USB Audio		Sets the output gain for the USB Audio Out.

Input Output



MENU/Utility/Input Output

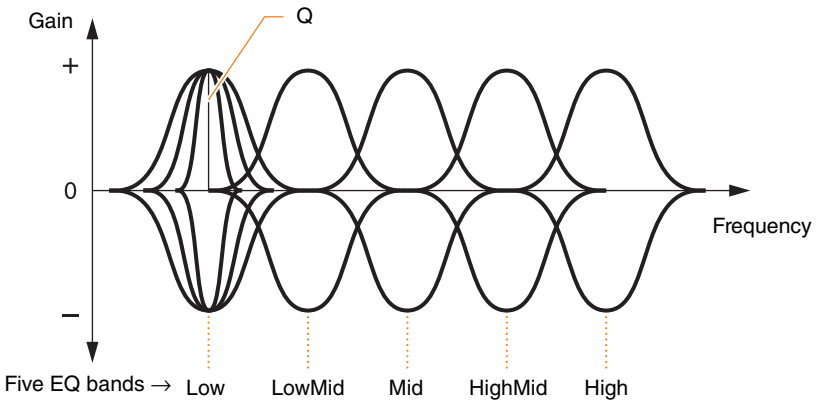
Screen	Parameter	Settings	Description
AUX In			
USB Audio In			
	Input Mode		Sets the output destination for the audio source input from AUX In ( ) or USB audio ( ). For settings other than PA-HP, the output destination switch is set to “on.” Note that the output destination cannot be switched on or off for L guide, R guide, or PA-HP.
		stereo	Outputs the audio source in stereo.
		L mono	Outputs the audio source only from the L channel in the center pan position.
		R mono	Outputs the audio source only from the R channel in the center pan position.
		L+Rmono	Mixes the audio source from the L and R channels and outputs in the center pan position.

Screen	Parameter	Settings	Description
		L guide	Select these settings for the audio input in which the guide (click) sound and accompaniment sound are separated into L and R channels. The guide (click) sound and accompaniment sound are output from Phones in the center pan position, and the accompaniment sound is output from Output and USB Audio in the center pan position. When using the headphones, you can adjust the volume of the guide (click) sound with the [CLICK] knob, and the accompaniment sound with the [AUDIO] knob. You can change the volume of the accompaniment sound output from the Output jack and USB Audio Out by moving the cursor with "↘" ([F2]), and then changing the settings with the [–][+] controllers (this is separate from Phones volume settings).
		R guide	
		PA-HP	Uses only the L channel to output exclusively to Phones in the center pan position. (AUX IN only) This is useful in live performance situations when connecting a PA system, such as a mixer, to the AUX IN jack to receive the audio signals (mono audio).
	Phones Output USB Audio	off on	When the Input Mode is set to stereo, L mono, R mono or L+Rmono, use this parameter to turn the output destination on or off.
	Backing Output Level	0–127	When the Input Mode is set to L guide or R guide, use this parameter to adjust the volume of the accompaniment sound output through the Output jack and USB Audio Out. 
AUX In Gain			
	AUX In Gain	0dB, +6dB, +12dB	Sets the gain for the AUX In.

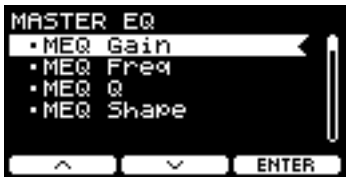
Master EQ

Parameters in this section are used for adjusting the tone of the entire kit.
Master EQ settings are applied to the entire kit (your performances and training songs) and HP Out/Output.
Master EQ settings are not applied to auxiliary input, recorder sounds or click sounds.

In specific terms, this five-band master EQ allows the signal level to be freely boosted or cut around a center frequency specified for each of the bands. In addition, the “low” and “high” frequency bands can be set to either shelving or peaking type equalization.



MENU/Master EQ



MEQ Gain

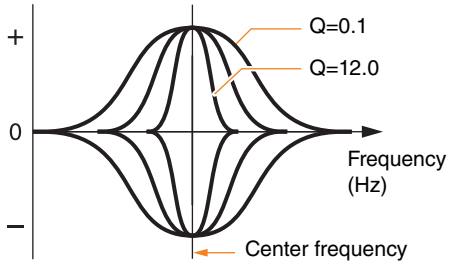
MEQ Freq

MEQ Q

MEQ Shape

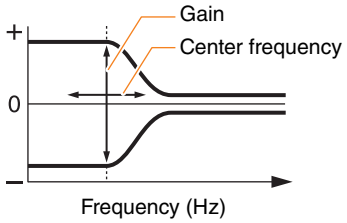
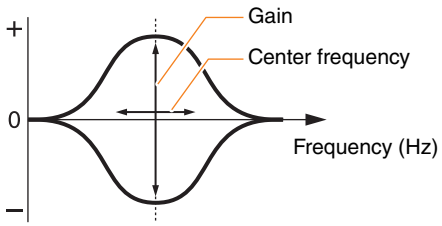
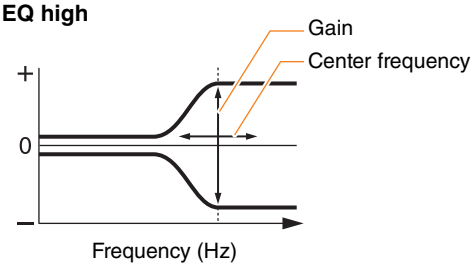
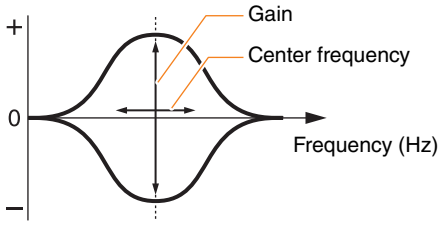
MENU/Master EQ

Screen	Parameter	Settings	Description
MEQ Gain			
	Lo	-12 – +0 – +12	Use these parameters to boost or cut the center-frequency levels of the Low, LowMid, Mid, High-Mid, and High MEQ Freq settings, respectively.
	LoMid		
	Mid		
	HiMid		
	Hi		
MEQ Freq			
	Low	32Hz–2.0kHz	Use these parameters to set the center frequencies of the low, mid, and high frequency bands, respectively.
	LowMid	100Hz–10kHz	
	Mid	100Hz–10kHz	
	HighMid	100Hz–10kHz	
	High	500Hz–16kHz	
MEQ Q			
	Low	0.1–12.0	Use these parameters to change widths for the low, mid, and high frequency bands, respectively. The greater the value the narrower the frequency range becomes, resulting in sudden changes in tone. The smaller the value the broader the frequency range becomes, resulting in smoother changes in tone.
	LowMid		
	Mid		
	HighMid		
	High		



NOTE

If the MEQ Shape value has been set to “shelving,” the Q setting will be displayed as “----” and will be unavailable.

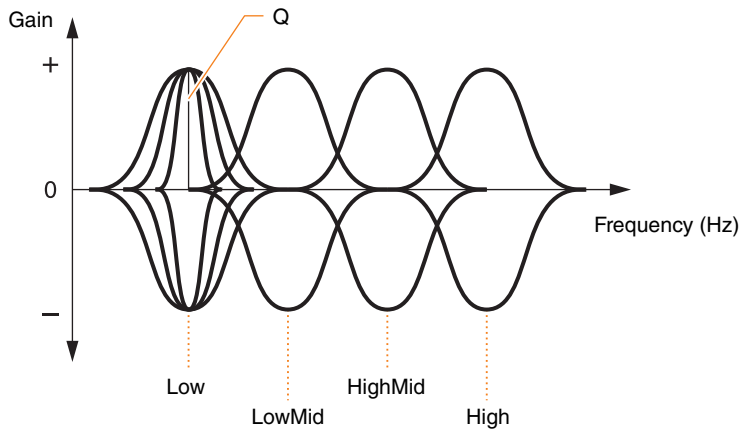
Screen	Parameter	Settings	Description
MEQ Shape			
	Low		Use these parameters to set EQ types for the low and high frequency bands, respectively.
		shelving	Signals at frequencies below or above a specific frequency will be boosted or cut. **EQ low** 
		peaking	Signals at frequencies in the vicinity of the center frequency will be boosted or cut. 
	High		
		shelving	Signals at frequencies below or above a specific frequency will be boosted or cut. **EQ high** 
		peaking	Signals at frequencies in the vicinity of the center frequency will be boosted or cut. 

Phones EQ

Parameters in this section are used for adjusting the tone of all sounds played through the headphones.

In specific terms, this four-band headphone EQ allows the signal level to be freely boosted or cut around a center frequency specified for each of the bands. In addition, the “low” and “high” frequency bands can be set to either shelving or peaking type equalization.

Although results may vary depending on the headphones you use, boost the low setting when low sounds such as kick are too quiet to hear. Cut the Hi setting when cymbals are too loud.



Four EQ bands

MENU/Phones EQ

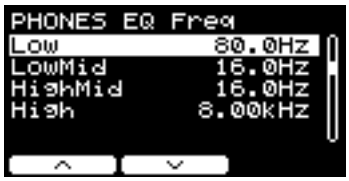
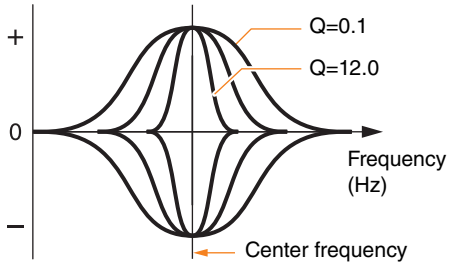
HPEQ Gain

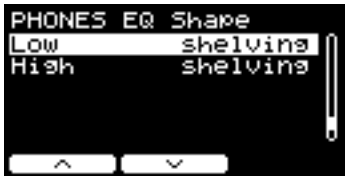
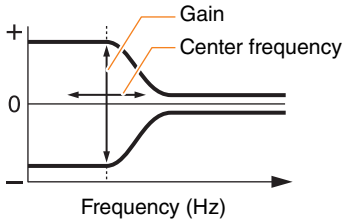
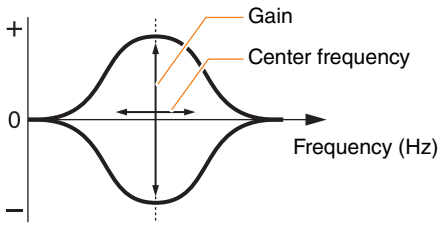
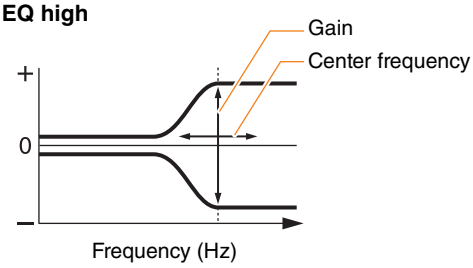
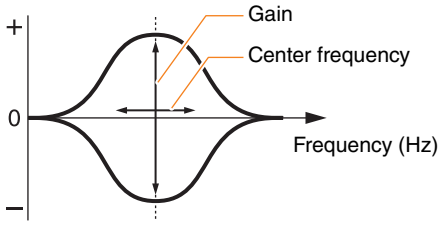
HPEQ Freq

HPEQ Q

HPEQ Shape

MENU/Phones EQ

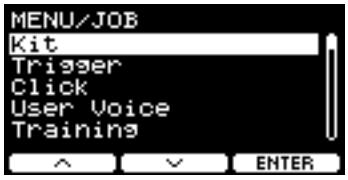
Screen	Parameter	Settings	Description
HPEQ Gain			
	Lo LoMid HiMid Hi	-12 – +0 – +12	Use these parameters to boost or cut the center-frequency levels of the Low, LowMid, HighMid, and High HPEQ Freq settings, respectively.
HPEQ Freq			
	Low LowMid HighMid High	16.0Hz–24.4kHz	Use these parameters to set the center frequencies of the low, mid, and high frequency bands, respectively.
HPEQ Q			
	Low LowMid HighMid High	0.1–12.0	Use these parameters to change widths for the low, mid, and high frequency bands, respectively. The greater the value the narrower the frequency range becomes, resulting in sudden changes in tone. The smaller the value the broader the frequency range becomes, resulting in smoother changes in tone.  **NOTE** If the HPEQ Shape value has been set to “shelving,” the Q setting will be displayed as “----” and will be unavailable.

Screen	Parameter	Settings	Description
HPEQ Shape			
	Low		Use these parameters to set EQ types for the low and high frequency bands, respectively.
		shelving	Signals at frequencies below or above a specific frequency will be boosted or cut. **EQ low** 
		peaking	Signals at frequencies in the vicinity of the center frequency will be boosted or cut. 
	High		
		shelving	Signals at frequencies below or above a specific frequency will be boosted or cut. **EQ high** 
		peaking	Signals at frequencies in the vicinity of the center frequency will be boosted or cut. 

Job

The Job menu includes parameters related to kits, triggers, click sets, user voices, Training, and the recorder.

MENU/Job



- **Kit**
- **Trigger**
- **Click**
- **User Voice**
- **Training**
- **Recorder**

Kit

Only the user kit settings can be changed from the kit settings (Job/Kit). Preset kits cannot be changed.

MENU/Job/Kit

Screen	Parameter	Description
	Recall	Changes to the kit will be lost if you select another kit before saving (storing) the settings. However, edits are retained in recall memory, so changes can be recalled using the Recall Kit function.

NOTE

The edited kit number and kit name are displayed. If there is no recall data, “No data.” is displayed for the kit name.

Procedure

1. **Press the “RECALL” button ([F3]) and the confirmation screen appears.**
2. **Press the “YES” button ([F1]) to recall the data.**
   Press the “NO” button ([F3]) to cancel the data recall and return to the screen in step 1.
   “Completed.” appears when Recall is complete and the screen returns to the Recall screen.

Screen	Parameter	Description
	Sort	Sorts the order of user kits.

Procedure

1. **Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor.**
2. **Press the "SELECT" button ([F3]) to select the kit that you want to move.**
3. **Use the "^" and "v" buttons ([F1] and [F2]), and the [–][+] controllers to move the selected kit.**
4. **After moving the kit to the position where you want it, press the "INSERT" button ([F3]).**

Pressing the "INSERT" button ([F3]) sets the rearranged order and changes the kit numbers accordingly.

	Exchange	Swaps the order of the two kits.

Procedure

1. **Select the two kits that you want to swap.**
2. **Press the "EXCHANGE" button ([F3]) and the confirmation screen appears.**
3. **Press the "YES" button ([F1]) to change the order of the two kits.**
   Press the "NO" button ([F3]) to cancel the swap and return to the screen in step 1.
   "Completed." appears when the Exchange is complete, and the screen returns to the Exchange screen.

Screen	Parameter	Description
	Clear	Initializes the kit.

Procedure

1. **Use the [–][+] controllers to select the kit you want to initialize.**
2. **Press the "CLEAR" button ([F3]) and the confirmation screen appears.**
3. **Press the "YES" button ([F1]) to initialize the selected kit. Press the "NO" button ([F3]) to cancel initialization and return to the screen in step 1.**
   "Completed." appears when the Initialization is complete, and the screen returns to the Clear screen.

Trigger

MENU/Job/Trigger

Screen	Parameter	Description
	Trigger Setup	Sets the sensitivity of all pads.

Procedure

1. **Use the [–][+] controllers to select a drum kit (trigger setup).**
2. **Press the "OK" button ([F3]).**

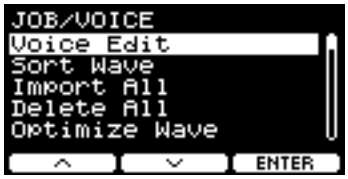
Click

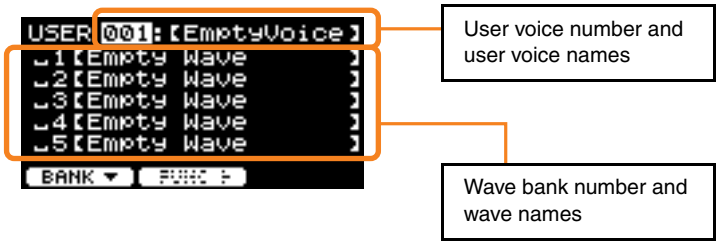
MENU/Job/Click

Screen	Parameter	Description
	Sort	Sorts the order of user click sets. **Procedure** **1. Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor.** **2. Press the "SELECT" button ([F3]) to select the click set that you want to move.** **3. Use the "^" and "v" buttons ([F1] and [F2]), and the [–][+] controllers to move the selected click set.** **4. After moving the click set to the position where you want it, press the "INSERT" button ([F3]).** Pressing the "INSERT" button ([F3]) sets the rearranged order and changes the click numbers accordingly.
	Clear	Initializes the selected click set. **Procedure** **1. Use the [–][+] controllers to select the click you want to initialize.** **2. Press the "CLEAR" button ([F3]) and the confirmation screen appears.** **3. Press the "YES" button ([F1]) to initialize the selected click set.** **Press the "NO" button ([F3]) to cancel initialization and return to the screen in step 1.** "Completed." appears when the Initialization is complete, and the screen returns to the Clear screen.

User Voice

MENU/Job/User Voice

Screen	Parameter	Description
	Voice Edit	This edits user voices. Here you can add audio files, delete waves, change the name of user voices, initialize user voices, and set the velocity range for each wave. Each user voice has 10 wave banks. If you wish to add an audio file, connect the USB flash drive containing the audio file into the [USB TO DEVICE] terminal.



Procedure

● Editing user voices

If the cursor is on the wave bank number, press “BANK” ([F1]) as many times as necessary to move to the user voice number.
User voices without imported audio files cannot be edited.

1. Use the [–][+] controllers to select the user voice you want to edit.

2. Press the “FUNC” button ([F2]) to choose the type of editing you want to perform.

DELETE	Initialize user voice (Delete all waves)
NAME	Save under a new name

Screen	Parameter	Description

3. Start editing.

DELETE	When the confirmation screen appears, press the “YES” button ([F1]). Press the “NO” button ([F3]) to cancel changes.
NAME	Use the [–][+] controllers to select a character, and then use the “ < ” and “ > ” buttons ([F1] and [F3]) to move the cursor to the next character position. A user voice name of up to 16 characters can be assigned. When you are finished entering all characters, press the “OK” button ([F2]).

- **Editing wave banks**

If the cursor is on the wave bank number, press “BANK” ([F1]) multiple times to move to the user voice number.
User voices that do not have any imported any audio files cannot be edited.

1. Use the [–][+] controllers to select the user voice you want to edit.

2. Press the “BANK” button ([F1]) to choose a wave bank.

You can audition sounds when a wave bank with banks is selected.

3. Press the “FUNC” button ([F2]) to choose the type of editing you want to perform.

🔊	Audition sounds
IMPORT	Add
DELETE	Delete
LO/HI	Specify the upper and lower end of the velocity range for each wave
SPLIT	Automatically split the wave velocity range according to the number of waves assigned to the voice. When there are waves on multiple wave banks, use this setting to split the velocity range into equal sizes according to the number of waves, and assign a wave to each range starting from the lowest number.
NAME	Save under a new name

4. Press the [F3] button.

You can audition a sound by using “ 🔊 ” (Audition).

Screen	Parameter	Description

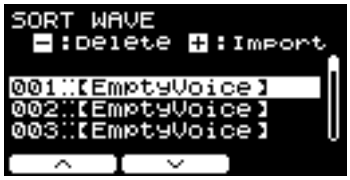
5. Start editing.

IMPORT	Select a file in the confirmation screen and press the “YES” button ([F1]). Press the “NO” button ([F3]) to cancel changes.
DELETE	In the confirmation screen, press the “YES” button ([F1]). Press the “NO” button ([F3]) to cancel changes.
Lo/HI	Select the target for editing (Low or High) with [F3], and then set the value with the [–][+] controllers. You can also use with the [COMP] knob to set the lowest value, and the [EFFECT] knob to set the highest value.
SPLIT	When the confirmation screen appears, press the “YES” button ([F1]). Press the “NO” button ([F3]) to cancel changes.
NAME	Use the [–][+] controllers to select a character, and then use the “ < ” and “ > ” buttons ([F1] and [F3]) to move the cursor to the next character position. A wave name of up to 16 characters can be assigned. When you are finished entering all characters, press the “OK” button ([F2]).

If a wave has already been loaded to the selected bank, or if a file with the same file name already exists, the overwrite confirmation screen will appear.

If you do not want to overwrite, press the “NO” button ([F3]) to return to the previous screen.

Screen	Parameter	Description
	Sort Wave	Sorts the order of waves within a user voice.



Procedure

1. **Use the "↑" and "↓" buttons ([F1] and [F2]) to move the cursor.**
2. **Press the "SELECT" button ([F3]) to select the wave that you want to move.**
   The "SELECT" button ([F3]) appears when a wave bank with waves is selected.
3. **Use the "↑" and "↓" buttons ([F1] and [F2]) to move the selected wave.**
4. **After moving the wave to the position where you want it, press the "INSERT" button ([F3]).**

Pressing the "INSERT" button ([F3]) sets the rearranged order and changes the wave bank numbers accordingly.

Additionally, while a voice or a wave is selected, you can use the [–] button to delete it or the [+] button to import an audio file.

Screen	Parameter	Description
	Import All	Imports all audio files saved in the root directory of the USB flash drive into the wave memory of the DTX-PRO.

Procedure

1. **Press the "IMP TYPE" button ([F1]) to select the import type.**

TO EMPTY	Imports each audio file to the lowest numbered available user voice.
TO 1VCE	Imports a maximum of 10 audio files to the selected user voice.
BY NAME	Imports audio files using the file name for specifying the destination.
SEL FILE	Imports a selected file by specifying the destination. Multiple files can be imported.

2. **Preset before importing.**

TO EMPTY	
TO 1VCE	Use the [–][+] controllers to select a user voice to import.
BY NAME	Prepare a file with the user voice number (001–100) and wave bank number (01–10) added to the beginning of the file name and save it on a USB flash drive. Example: Importing "DTX.wav" to user voice 5 at wave bank 3 00503DTX.wav
SEL FILE	1. Use the [–][+] controllers to select a file to import. 2. Press the "CHECK" button ([F2]) to place a check mark next to "Import." 3. Use the [–][+] controllers to select a user voice to import. 4. Use the "↘" button ([F2]) to move the cursor. 5. Use the [–][+] controllers to select a wave bank to import. Sounds will play when a wave bank with waves is selected. 6. Use the "↘" button ([F2]) to move the cursor. If a check mark is placed next to the file selected in step 1, you can press the "UNCHECK" button ([F2]) to remove the check mark.

Screen	Parameter	Description
		3. Press the "IMPORT" button ([F3]) and the confirmation screen appears. **4. Press the "YES" button ([F1]) to import.** **Press the "NO" button ([F3]) to cancel the Import and the screen returns to Step 1.** Press the "CANCEL" button ([F3]) during Import to stop the Import and the screen returns to Step 1. "Completed." appears when the Import is complete, and the screen returns to the Import All screen. **NOTE** Not all files may be imported depending on the condition or the number of audio files.
	Delete All	Deletes all waves from the internal wave memory of the DTX-PRO. **Procedure** **1. Press the "DELETE" button ([F3]) and the confirmation screen appears.** **2. Press the "YES" button ([F1]) to delete all waves.** **Press the "NO" button ([F3]) to cancel deletion and the screen returns to Step 1.** "Completed." appears when the deletion is complete, and the screen returns to the Delete All screen.
	Optimize Wave	Optimizes the wave memory of the DTX-PRO. Optimization reorganizes the memory content to make more efficient and effective use of memory space. Optimizing memory can increase the amount of free contiguous memory space. **Procedure** **1. Press the "OPTIMIZE" button ([F3]) and the confirmation screen appears.** **2. Press the "YES" button ([F1]) to optimize the memory.** **Press the "NO" button ([F3]) to cancel optimization and the screen returns to Step 1.** "Completed." appears when Optimization is complete, and the screen returns to the Optimize screen.

Screen	Parameter	Description
	Wave Info	Displays the usage of the wave memory of the DTX-PRO. Total: Total Memory Size (MB) Displays the total memory size in units of MB (megabytes). Free: Free memory space (MB) (free memory space (%)) Free space is displayed in units of MB (megabytes). Also, the free space for the entire memory is displayed as a percentage (%). Fragmented memory may prevent importing of audio files even when there is sufficient space. In such cases, using Optimize Wave for memory optimization can resolve the issue. **NOTE** Units used to denote capacity may change according to memory size (KB: kilobyte, MB: megabyte).

Training

MENU/Job/Training

Screen	Parameter	Description
	Import SMF	Imports a user song (SMF file). **Procedure** **1. Select the SMF file you want to import.** **2. Use the " < " and " > " buttons ([F1] and [F2]) to select a file to import.** **3. Press the "IMPORT" button ([F3]) to start importing.** Select training song number 1 to start playing the imported song. (However, the imported song cannot be used for Song Part Gate or Song Score Gate.)
	Clear	Initializes a user song. **Procedure** **Press the "CLEAR" button ([F3]) to initialize the user song.**

Recorder

MENU/Job/Recorder

Screen	Parameter	Description
	Export Audio	Saves the audio data recorded in the internal recorder to a USB flash drive.

Procedure

1. If you want to add a name to the file, press the "NAME" button ([F2]) and enter a name.

● **Entering the File Name**

1. Use the [–][+] controllers to select a character, and then use the " < " and " > " buttons ([F1] and [F3]) to move the cursor to the next character position. A file name of up to 16 characters can be assigned.

2. When you are finished entering all characters, press the "OK" button ([F2]).

2. Press the "EXPORT" button ([F3]) and the confirmation screen appears.

3. Press the "YES" button ([F1]) to export.
Press the "NO" button ([F3]) to cancel the export and the screen returns to Step 1.
"Completed." appears when the export is complete, and the screen returns to the Export screen.

NOTICE

- **Recorded data will be lost when the power is turned off or when the factory reset operation is carried out.**
- **Audio data is not backed up in "All" files.**

File

A knowledge of terms is required to understand the functions and operations of the Menu/File section. This section explains the terminology used in the MENU/File section.

● File

The term “file” is used to define a set of data saved on a USB flash drive. Data exchanged between the DTX-PRO and a USB flash drive is carried out in the form of files.

● File name

The name given to the file is called a file name. Files names are important for distinguishing files, and the same file name cannot be used in the same directory. While computers can handle long names, and even include non-English characters, the DTX-PRO can only use alphanumeric characters.

● Extensions

The “period + three letters,” such as “.wav” at the end of the file name, is referred to as a “file extension.” The extension indicates the type of file. Files that the DTX-PRO uses have a “.bin” extension, which is not displayed on the DTX-PRO screen.

● File size

This refers to the size of the file. The file size is determined by the amount of data saved in the file. File size is measured in units indicated with a B (byte). Large files and also the memory capacity of devices are represented using units of KB (kilobytes), MB (megabytes), and GB (gigabytes). 1KB=1024B, 1MB=1024KB, and 1GB=1024MB.

● Format

Initializing the USB flash drive is known as “formatting.” Formatting a USB flash drive using the DTX-PRO will erase all files and directories (folders).

● Save, load

“Save” refers to the writing of data to a USB flash drive, while “load” refers to the reading of files from a USB flash drive.

NOTE

The DTX-PRO can handle a maximum of 1,000 “.wav” files, and 1,000 “.bin” files.

MENU/File

- Save
- Load
- Rename
- Delete
- Format
- Memory Info

Save

MENU/File/Save

Description

Saves the file to a USB flash drive.

Procedure

1. Connect a USB flash drive to the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Save.

The following screen appears.

3. Select the Type (file type).

3-1. Use the [–][+] controllers to select the file type for the file you want to save.

Setting	
All	All data (all user kits, all waves, trigger settings, utility data)
AllKit	All user kit data, waves used for all kits
OneKit	Selected user kit data, waves used for the selected kit
Trigger	Trigger Settings

NOTICE

- **Songs recorded with the recorder (internal memory) are not saved in "All" files. Use MENU/Job/Recorder/Export Audio to save data recorded by the recorder as a file.**
- **As all four file types are saved as files using the same extension (.bin), do not use the same file name when saving, even if you change the file type. Using the same file name may result in overwriting the other file.**

3-2. For OneKit, select the kit you want to save. Press the "↘" button ([F1]) to move the cursor to the kit number, and then use the [–][+] controllers to select the kit you want to save. If the kit contains user waves, the user waves are also saved.

4. Enter a name for the file to be saved.

4-1. Press the "↘" button ([F1]) to move the cursor to the file name.

4-2. If you wish to save the file under a new name, press the "NAME" button ([F2]).

The NAME screen appears.

● **Entering the File Name**

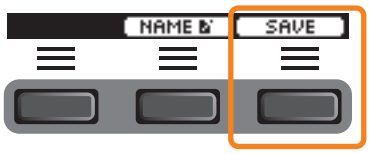
1. Use the [–][+] controllers to select a character, and then use the "◁" and "▷" buttons ([F1] and [F3]) to move the cursor to the next character position. A file name of up to 16 characters can be assigned.

2. When you are finished entering all characters, press the "OK" button ([F2]).

If you wish to overwrite the file, press the "↘" button ([F1]) to move the cursor to the file name, and then use the [–][+] controllers to select the file you want to overwrite.

5. Save the file.

5-1. Press the “SAVE” button ([F3]).



The Save confirmation screen appears.

5-2. If you wish to save the file, press the “YES” button ([F1]) If you wish to save under a different name, press the “NO” button ([F3]) and the screen returns to step 2.

If a file with the same file name already exists, the overwrite confirmation screen, as shown below, appears.

If you wish to save the file under a different name, press the “NO” button ([F3]) and the screen returns to step 2.

6. Press the “YES” button ([F1]) to save.

A message shown below appears during the Save process.

Pressing the “CANCEL” button ([F3]) during the Save process stops the process and the screen returns to step 2.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the DTX-PRO while the file is being saved. Doing so may cause the DTX-PRO to malfunction, or corrupt memory in the USB flash drive.

“Completed.” appears when the Save process is complete, and the screen returns to step 2.

Load

MENU/File/Load

Description

Loads (imports) a file saved onto a USB flash drive to the DTX-PRO.

When you have moved files to a computer for file management, make sure to move the files back to the root directory of the USB flash drive.

NOTE

The DTX-PRO cannot load the file if it is in a sub directory (folder).

Procedure

1. Connect the USB flash drive containing the files saved with the DTX-PRO into the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Load.

The following screen appears.

3. Select the Type (file type).

3-1. Use the [–][+] controllers to select the file type for the file you wish to load.

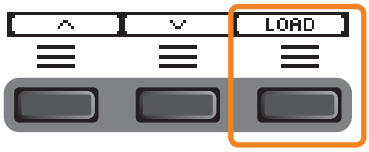
Setting	
All	All data (all user kits, all waves, trigger settings, utility data)
AllKit	All user kit data, waves used for all kits
OneKit	Selected user kit data, waves used for the selected kit
Trigger	Trigger settings

4. Select the file you want to load.

4-1. Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor to "File," and then use the [–][+] controllers to select the file you want to load. Only those files matching your selected file type will be available for loading.

4-2. For OneKit, select the kit you want OneKit to load to.
Use the "^" and "v" buttons ([F1] and [F2]) to move the cursor to the kit number, and then use the [–][+] controllers to select the file you want to load. When the kit contains user waves, the user waves are also loaded.

5. Press the "LOAD" button ([F3]).



The Load confirmation screen appears.

6. Press the "YES" button ([F1]) to load.

The message shown below appears during the Load process.

Press the "CANCEL" button ([F3]) during the Load process and the screen returns to step 2.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the DTX-PRO while the file is being loaded. Doing so may cause the DTX-PRO to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Load process is complete, and the screen returns to step 2.

Rename

MENU/File/Rename

Description

Renames the file saved on a USB flash drive.

Procedure

1. Connect the USB flash drive into the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Rename.

The following screen appears.

3. Select the file type (Type) of the file that you want to rename.

3-1. Use the [–][+] controllers to select the file type of the file you want to rename.

Setting	
All	All data (all user kits, all waves, trigger settings, utility data)
AllKit	All user kit data, waves used for all kits
OneKit	Selected user kit data, waves used for the selected kit
Trigger	Trigger settings
Wav	Waves

4. Select the file to be renamed.

4-1. Press the "▼" button ([F2]) to move the cursor to "File."

4-2. Use the [–][+] controllers to select the file you want to rename.

5. Set a new name for the file.

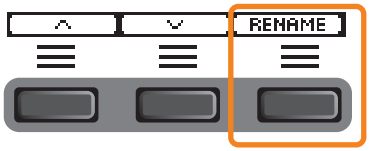
Press the "v" button ([F2]) to move the cursor to the bottom of the screen.
Press the "Name" button ([F2]) to display the NAME screen.

● **Entering the file name**

1. Use the [–][+] controllers to select a character, and then use the "<" and ">" buttons ([F1] and [F3]) to move the cursor to the next character position. A file name of up to 16 characters can be assigned.

2. After entering all characters, press the "OK" button ([F2]).

6. Press the "RENAME" button ([F3]).



The Rename confirmation screen appears.

7. Press the "YES" button ([F1]) to change the name.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the DTX-PRO while the file is being renamed. Doing so may cause the DTX-PRO to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Rename process is complete, and the screen returns to step 2.

Delete

MENU/File/Delete

Description

This operation deletes a file in the USB flash drive.

Procedure

1. Connect the USB flash drive containing the files you want to delete with the DTX-PRO into the [USB TO DEVICE] terminal.

2. Navigate to MENU/File/Delete.

The following screen appears.

3. Select the file type (Type) of the file you wish to delete.

3-1. Use the "↖" and "↘" buttons ([F1] and [F2]) to move the cursor to "Type."

3-2. Use the [–][+] controllers to select the file type.

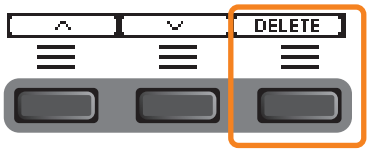
Setting	
All	All data (all user kits, all waves, trigger settings, utility data)
AllKit	All user kit data, waves used for all kits
OneKit	Selected user kit data, waves used for the selected kit
Trigger	Trigger settings
Wav	Waves

4. Use the "↖" and "↘" buttons ([F1] and [F2]) to move the cursor to "File."

5. Use the [–][+] controllers to select the file you want to delete.

Depending on the files selected in step 3, only the files you can delete are presented.

6. Press the “DELETE” button ([F3]).



The Delete confirmation screen appears.

7. Press the “YES” button ([F1]) to delete the file.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the DTX-PRO while the file is being deleted. Doing so may cause the DTX-PRO to malfunction, or corrupt memory in the USB flash drive.

“Completed.” appears when the Delete process is complete, and the screen returns to step 2.

Format

MENU/File/Format

Description

Sometimes the USB flash drives are not usable as they are. In such cases, format the drive by following the procedures shown below.

NOTICE

Formatting erases all data in the USB flash drive. Before formatting, ensure that the USB flash drive does not contain any important data.

Procedure

1. **Connect the USB flash drive into the [USB TO DEVICE] terminal.**

2. **Navigate to MENU/File/Format.**

   The following screen appears.

3. **Press the "FORMAT" button ([F3]).**

The Format USB flash drive confirmation screen appears.

4. Press the "YES" button ([F1]) to format.

NOTICE

Do not disconnect the USB flash drive from the [USB TO DEVICE] terminal or turn off the power to the DTX-PRO while the USB flash drive is being formatted. Doing so may cause the DTX-PRO to malfunction, or corrupt memory in the USB flash drive.

"Completed." appears when the Format process is complete, and the screen returns to step 2.

Memory Info

MENU/File/Memory Info

Description

Shows the memory usage of the USB flash drive.

Free: Free memory space (MB) (free memory space (%))
Free space is displayed in units of MB (megabytes). Also, the free space for the entire memory is displayed as a percentage (%).

Total: Total memory size (MB)
Displays the total memory size in units of MB (megabytes).

NOTE

Units used to denote capacity change according to memory size (KB: kilobyte, MB: megabyte, GB: gigabyte).

Factory Reset

Restores all data in the user settings (user kits, trigger settings, waves, utility, recorder internal memory) back to their factory default settings.

MENU/Factory Reset

Screen	Parameter	Description
	Factory Reset	**NOTICE** **A factory reset erases all data in the user settings restoring them to the factory default settings. Be sure to save any important data to a USB flash drive beforehand (page 69).** **Restoring defaults** ***1.*** **Navigate to MENU/Factory Reset.** The following screen appears. ***2.*** **Press the "RESET" button ([F3]).** The Factory Reset confirmation screen appears.

Screen	Parameter	Description
		3. **Press the "YES" button ([F1]) to carry out the factory reset.** If you do not want to carry out the factory reset, press the "NO" button ([F3]). The following message appears during the operation. When the factory settings have been restored, the trigger setup wizard will be displayed.

Version

MENU/Version

Screen	Description
	Displays the firmware version.

Playing imported audio files as Inst sounds

You can import an audio file to play as an Inst.

Select an audio file saved on a USB flash drive to import into the DTX-PRO.

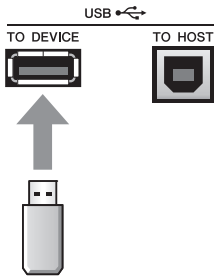
1. Save the audio file from the computer to the root directory on a USB flash drive.

Audio file conditions: wav format

NOTE

- Note that some wav format audio files may not be imported.
- The DTX-PRO does not recognize the audio file if it is in a folder.
- You can also import an audio file as a voice. When doing so, you can play a different wave for each zone.
- In MENU/Job/User voice, you can import multiple audio files into a single user voice to play different waves in response to the velocity.

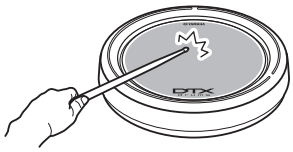
2. Connect a USB flash drive to the [USB TO DEVICE] terminal on the rear panel.



3. Press the button below "INST" ([F1]).

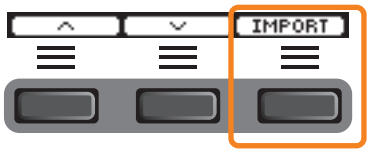
The Inst Selection screen appears.

4. Strike the drum pad to which you wish to import an audio file.

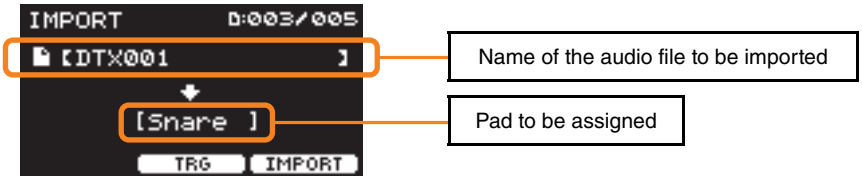


Make sure that the name of the pad you struck is shown on the Inst selection screen.

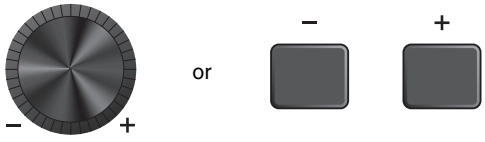
5. Press the button below “IMPORT” ([F3]).



The IMPORT screen appears.

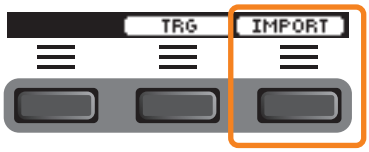


6. Use the [–][+] controllers to select a file to import.



You can change the pad selection by pressing the “TRG” button ([F2]), or by striking the pad.

7. Press the button under “IMPORT” ([F3]).



The Import confirmation screen appears.

8. Press the “YES” button ([F1]) to import.

Press the “NO” button ([F3]) to cancel the import and the screen returns to step 5. Press the “CANCEL” button ([F3]) during import to stop the import and the screen returns to step 5.

“Completed.” appears when the Import is complete, and the screen returns to the import screen.
After importing, make sure to store the settings.

CLICK Mode

With the button below "SETTING" ([F3]), you can change other settings such as beat, timer settings, click sound type, and output destinations.

SETTING ([F3]) Function List

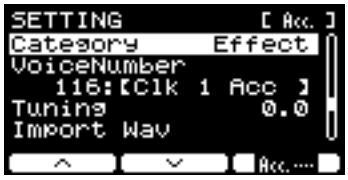
CLICK

- [F1] TAP
- [F2] VOLUME
- [F3] SETTING
  - SoundSet
  - Beat
  - Timer
  - ClickOut L&R
  - ClickOut Phones
  - ClickOut USB
  - ClickCountOff
  - Voice Category
  - VoiceNumber
  - Tuning
  - Import Wav

SETTING ([F3]) Parameter Descriptions

CLICK/SETTING

Screen	Parameter	Settings	Description
	SoundSet	Metronome1, Metronome2, Claves, Cowbell, Shaker, Stick	Changes click sounds (Acc and beats) as a set.
	Beat	1/4–16/4, 1/8–16/8, 1/16–16/16	Chooses a time signature for the click.
	Timer	OFF, 00:30–60:00 (30 second increments)	Use this parameter to set the timer. The timer status is displayed on the CLICK screen. To start the timer. press the [START/STOP] button. The remaining time will be displayed while the timer is in use. Press the button below “+30 SEC” ([F3]) while the timer is in use to extend the timer by 30 seconds.
	ClickOut		This sets whether to output click sounds to each jack (on) or not (off).
	L&R	on, off	Switches the output to the OUTPUT [R] and [L/MONO] jacks.
	Phones		Switches the output to the Phones jack.
	USB		Switches the output to the [USB TO HOST] terminal.
	ClickCountOff	off, 1, 2	Set the click sound to stop after one measure or for two measures. When set to off, the click sound continues to play.

Screen	Parameter	Settings	Description
 If “Acc...” or other names appears on the lower right of the screen, press the button below it ([F3]) to select the click timing you want to set. The selected click timing will be shown in the top right corner of the display.	You can set a different voice or change the tuning of each click timing (Acc and beats). You can also import an audio file to use as click sound.		
	Category	Kick1, Kick2, Snare1, Snare2, Tom1, Tom2, Cymbal1, Cymbal2, HiHat1, HiHat2, Perc, Effect, User	Select the voice category of the click sound.
	VoiceNumber	0 (No Assign) – Value depends on the voice category. (Refer to the Data List)	Select the voice number for the click.
	Tuning	-24.0 – 0.0 – +24.0	Set the tuning for the voice selected for the click. 0.1 corresponds to 10 cents.
	Import Wav		See “Playing imported audio files as Click sounds.”

Playing imported audio files as Click sounds

You can load audio files (.wav) from a USB flash drive to play them as click sounds for the click timing you like.

Procedure

1. Save the audio file from the computer to the root directory on a USB flash drive.

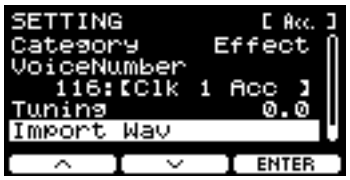
Audio file conditions: wav format

NOTE

- Note that some wav format audio files may not be imported.
- The DTX-PRO does not recognize the audio file if it is in a folder.

2. Connect a USB flash drive to the [USB TO DEVICE] terminal on the rear panel.

3. On the Click/SETTING/Import Wav screen, press the "ENTER" button ([F3]).



[CLICK] button → SETTING([F3]) → Import Wav

4. Use the [–][+] controllers to select the audio file you want to import, and then press the button below "Acc." or other names ([F2]) to choose the rhythm you want to use the audio file for.

5. Press the button below "IMPORT" ([F3]).

6. When the confirmation screen appears, press the "YES" button ([F1]). If you do not want to import, press the "NO" button ([F3]) to return to the previous screen.

You can use the button below "SETTING" ([F3]) to change other settings such as the playback speed and recording source.

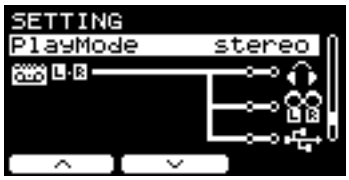
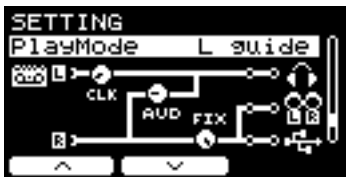
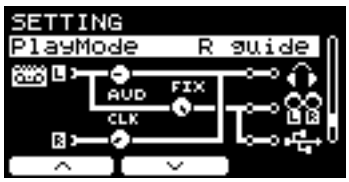
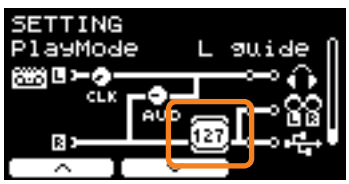
SETTING ([F3]) Function List

Recorder (Select audio)

- [F1] Record/Stop
- [F2] Play/Stop
- [F3] SETTING
  - Speed
  - RecGain
  - RecordingSource Click
  - RecordingSource AUX In
  - RecordingSource USB Audio
  - PlayMode

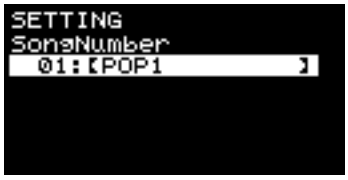
SETTING ([F3]) Parameter Descriptions

RECORDER/SETTING

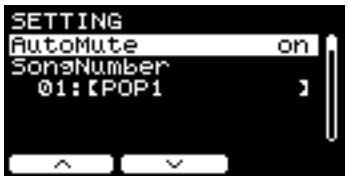
Screen	Parameter	Settings	Description
	Speed	0.50x–1.50x	Sets the playback speed.
	RecGain	-18dB, -12dB, -6dB, 0dB, +6dB, +12dB, +18dB	Sets the input gain for recording.
	RecordingSource		Selects the recording source. Use the "↷" and "↶" buttons ([F1] and [F2]) to move the cursor, and then use the [–][+] controllers to turn the setting on (place a check mark) or off.
	Click	off, on	
	AUX In		
	USB Audio		
  	PlayMode		Selects settings for playing back audio files.
		stereo	Use this setting for normal stereo files.
		L guide	Select these settings for the audio file in which the guide (click) sound and accompaniment sound are separated into L and R channels. Outputs the guide (click) sound and accompaniment sound from Phones in the center pan position, and the accompaniment sound from OUTPUT/USB Audio in the center pan position. For the output from Phones, you can adjust the volume of the guide (click) sound with the [CLICK] knob, and the volume of the accompaniment sound with the [AUDIO] knob. For the output from Output and USB Audio Out, you can set the volume of the accompaniment sound by moving the cursor with "↶" ([F2]) and using the [–][+] controllers. (Different from Phones volume settings).
		R guide	
	Recorder Backing Output Level	0–127	Sets the Backing Output Level when PlayMode is set to L guide or R guide.

SETTING ([F3]) Parameter Descriptions

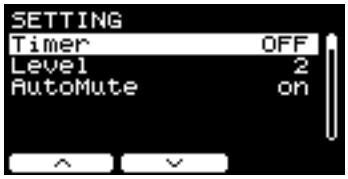
1. TRAINING SONG

Screen	Parameter	Settings	Description
	SongNumber	1–37	Selects a training song. Training songs 1 to 10 are the same as the ones included in the DTX402 series. The drum scores (PDF) are available at the following site. https://download.yamaha.com/

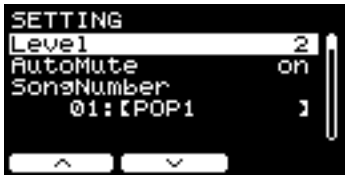
2. PART MUTE

Screen	Parameter	Settings	Description
	AutoMute	on, off	Turns the auto mute function on or off. When on, striking a pad will mute the drum part. If the auto muted part is not struck for certain period of time, it will be automatically unmuted.
	SongNumber	1–37	Selects a training song. Training songs 1 to 10 are the same as the ones included in the DTX402 series. The drum scores (PDF) are available at the following site. https://download.yamaha.com/
	Mute ON/OFF Hi-Hat Snare Kick Tom Cymbal Bass Other	on (Plays sounds) off (Mutes sounds)	Selects which of the drum parts or backing parts in the training song you want to mute. These settings appear on the PART MUTE screen.

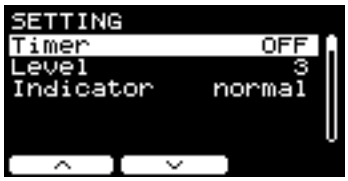
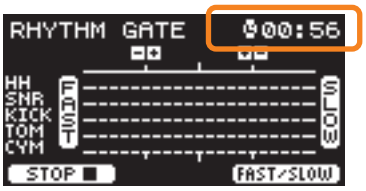
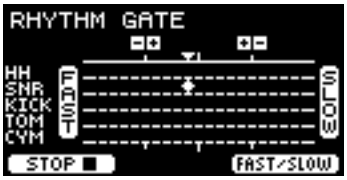
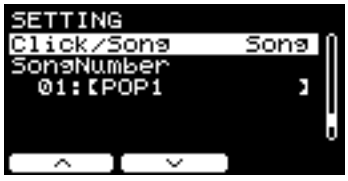
3. SONG PART GATE

Screen	Parameter	Settings	Description
	Timer	OFF (infinite), 30 sec, 1 min 00 sec, 1 min 30 sec, 2 min 00 sec, 2 min 30 sec, 3 min 00 sec, 5 min 00 sec, 8 min 00 sec, 10 min 00 sec	Sets the timer for training. When the timer reaches the set time, the training ends automatically. When this parameter is set to a time other than off, the remaining time appears on the upper right of the screen shown during training.
	Level	1 (Easy) – 5 (Hard)	Sets the difficulty level.
	AutoMute	off, on	Turns the auto mute function on or off. When on, striking a pad will mute the drum part. If the auto muted part is not struck for certain period of time, it will be automatically unmuted.
	SongNumber	1–10	Selects a training song. Training songs 1 to 10 are the same as the ones included in the DTX402 series. The drum scores (PDF) are available at the following site. https://download.yamaha.com/
	PartNumber	Depends on the training song (refer to the Drum Score for the DTX402 series)	Selects the part number to practice. The part numbers correspond to the lessons in the “Lesson Phrases” sections of the Drum Score for the DTX402 series.
	Ignore Timing	off, on	Use this parameter to select which of the pads to produce sounds when timing is off.
	Hi-Hat		
	Snare		
	Kick		
	Tom		
	Cymbal		

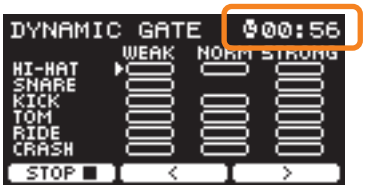
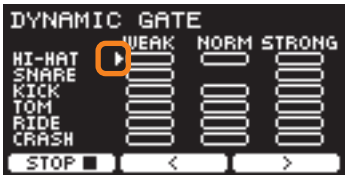
4. SONG SCORE GATE

Screen	Parameter	Settings	Description
	Level	1 (Easy) – 5 (Hard)	Sets the difficulty level.
	AutoMute	off, on	Turns the auto mute function on or off. When on, striking a pad will mute the drum part. If the auto muted part is not struck for certain period of time, it will be automatically unmuted.
	SongNumber	1–10	Selects a training song. Training songs 1 to 10 are the same as the ones included in the DTX402 series. The drum scores (PDF) are available at the following site. https://download.yamaha.com/
	Ignore Timing	off, on	Use this parameter to select which of the pads to produce sounds when timing is off.
	Hi-Hat		
	Snare		
	Kick		
	Tom		
	Cymbal		

5. RHYTHM GATE
6. RHYTHM GATE TRIPLET

Screen	Parameter	Settings	Description
	Timer	OFF (infinite), 30 sec, 1 min 00 sec, 1 min 30 sec, 2 min 00 sec, 2 min 30 sec, 3 min 00 sec, 5 min 00 sec, 8 min 00 sec, 10 min 00 sec	Sets the timer for training. When the timer reaches the set time, the training ends automatically. When this parameter is set to a time other than off, the remaining time appears on the upper right of the screen shown during training. 
	Level	1 (Easy) – 4 (Hard)	Sets the difficulty level (gate width).
	Indicator	normal (FAST is on the left, SLOW is on the right), reverse (SLOW is on the left, FAST is on the right)	You can change the direction of the timing indicator. On the screen shown during training, you can change the setting by pressing the button below “FAST/SLOW” ([F3]). 
	Ignore Timing	off, on	Use this parameter to select which of the pads to produce sounds when timing is off.
	Hi-Hat		
	Snare		
	Kick		
	Tom		
	Cymbal		
	Click/Song	Click, Song	Selects whether to play the click sound or training song.
	(Only available when Click/Song is set to Song) SongNumber	1–37	Selects a training song. Training songs 1 to 10 are the same as the ones included in the DTX402 series. The drum scores (PDF) are available at the following site. https://download.yamaha.com/

7. DYNAMIC GATE

Screen	Parameter	Settings	Description
	Timer	OFF (infinite), 30 sec, 1 min 00 sec, 1 min 30 sec, 2 min 00 sec, 2 min 30 sec, 3 min 00 sec, 5 min 00 sec, 8 min 00 sec, 10 min 00 sec	Sets the timer for training. When the timer reaches the set time, the training ends automatically. When this parameter is set to a time other than off, the remaining time appears on the upper right of the screen shown during training. 
	Low Limit	2–99	Sets the threshold between light stroke and medium stroke.
	High Limit	2–99	Sets the threshold between medium stroke and heavy stroke.
	SelectLevel HI-HAT SNARE KICK TOM RIDE CRASH	WEAK, NORM, STRONG ☑ (Plays sounds), ■ (Mutes sounds)	Selects the strength for striking each pad. While on the screen shown during training, use “ ◁ ” or “ ▷ ” ([F2] or [F3]) to move the cursor, and then use the [–][+] controllers to change the setting. 

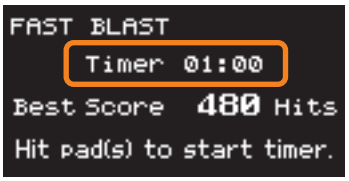
8. MEASURE BREAK

Screen	Parameter	Settings	Description
	Timer	OFF (infinite), 30 sec, 1 min 00 sec, 1 min 30 sec, 2 min 00 sec, 2 min 30 sec, 3 min 00 sec, 5 min 00 sec, 8 min 00 sec, 10 min 00 sec	Sets the timer for training. When the timer reaches the set time, the training song will end automatically. When this parameter is set to a time other than off, the remaining time appears on the upper right of the screen during training.
	Level	1 (Easy) – 5 (Hard)	Sets the difficulty level.
	Meas with Click	1–9	Sets the number of measures for the click to play.
	Total Meas	2–10	Sets the total number of measures.

9. CHANGE UP

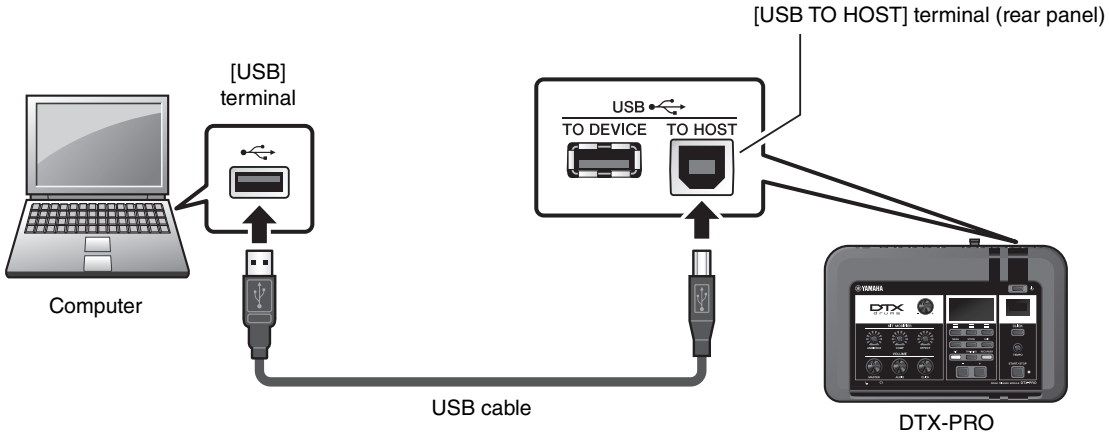
Screen	Parameter	Settings	Description
	Timer	OFF (infinite), 30 sec, 1 min 00 sec, 1 min 30 sec, 2 min 00 sec, 2 min 30 sec, 3 min 00 sec, 5 min 00 sec, 8 min 00 sec, 10 min 00 sec	Sets the timer for training. When the timer reaches the set time, the training ends automatically. When this parameter is set to a time other than off, the remaining time appears on the upper right of the screen shown during training.
	Level	1 (Easy) – 5 (Hard)	Sets the difficulty level.
	LoopMeas	1, 2, 4	Sets the number of measures to loop.
	Select Rhythm	(Practice), (Not practice)	Selects a rhythm to practice. Use the buttons below “” and “” ([F1] and [F2]) to move the cursor, and then use the [–][+] controllers to change the settings. While on the screen shown during training, use the button below “ ” ([F3]) to move the cursor, and then use the [–][+] controllers to change the settings.
	Half notes		
	Quarter notes		
	Quarter note triplets		
	Eighth notes		
	Eighth note triplets		
	Sixteenth notes		
	Sixteenth note triplets		
	Ignore Timing	off, on	Use this parameter to select which of the pads to produce sounds when timing is off.
	Hi-Hat		
	Snare		
	Kick		
	Tom		
	Cymbal		

10. FAST BLAST

Screen	Parameter	Settings	Description
	FastBlastTimer	off, 10 sec, 30 sec, 1 min 00 sec, 1 min 30 sec, 2 min 00 sec, 3 min 00 sec, 5 min 00 sec, 8 min 00 sec, 10 min 00 sec	Sets the timer. The setting is shown on the FAST BLAST screen.  When a time is selected, the remaining time will be shown on the screen. The timer starts when you start striking the pads. The training ends automatically when the timer reaches 0:00, and the total number of strikes and the best score will be shown on the screen. When “off” is selected, the elapsed time will be shown on the upper right of the screen. By pressing the “STOP■” button ([F1]) to end the training, the total number of strikes and the best score will be shown on the screen.

Connecting a Computer

Connecting the DTX-PRO to a computer using a USB cable lets you send and receive audio or MIDI data. This section explains how to connect the DTX-PRO to a computer.



NOTE

USB cable is not included. To connect your computer to the DTX-PRO, use a USB A-B type cable of no more than 3 meters.

Precautions when using the [USB TO HOST] terminal

When connecting the computer to the [USB TO HOST] terminal, make sure to observe the following points to avoid freezing the computer and corrupting or losing the data.
If the computer or the instrument freezes, restart the application software or the computer OS, or turn the power to the instrument off then on again.

NOTICE

- **Use an AB type USB cable of less than 3 meters. USB 3.0 cables cannot be used.**
- **Execute the following before turning the power to the instrument on/off or plugging/unplugging the USB cable to/from the [USB TO HOST] terminal.**
  - **Quit any open application software on the computer.**
  - **Make sure that data is not being transmitted from the instrument.**
- **While the computer is connected to the instrument, you should wait for six seconds or more between these operations: (1) when turning the power of the instrument off then on again, or (2) when alternately connecting/disconnecting the USB cable.**

Installing the Yamaha Steinberg USB Driver

To use audio data with a Windows computer, you need to install the Yamaha Steinberg USB Driver.

NOTE

When you use a macOS computer or when you use a Windows computer only to handle MIDI data, installation of the Yamaha Steinberg USB Driver is not required.

1. Download the latest Yamaha Steinberg USB Driver from the following URL.

https://download.yamaha.com/

Press the [(driver name)] button, download and open the file.

NOTE

- Information on system requirements is provided on the above web page.
- For improvement, the Yamaha Steinberg USB Driver may be upgraded without notice. For details and the most up-to-date information, please visit the above website.

2. Install the Yamaha Steinberg USB Driver on your computer.

For more information, please refer to the Yamaha Steinberg USB Driver Installation Guide.

Using DAW Software

For more information on recording or audio playback, please refer to the Owner's Manual for your DAW software.

MIDI-related Reference

Information related to MIDI and creating music with a computer, is provided in the Data List (PDF).
The Data List (PDF) is available for download at the following web page.

https://download.yamaha.com/

* Yamaha Corporation reserves the right to modify this URL at any time without prior notice.

Troubleshooting

Symptom		Possible cause	Solution
No sound Out of balance	No sound	The cable is not properly connected	• Ensure that the DTX-PRO is properly connected to headphones or an external audio system, such as an amplifier and/ or speakers. • Ensure that the cables you are using are in good condition.
		Pad settings have not been properly configured	Turn the “PadFunction” setting in MENU/Utility/Pad “off.”
		Trigger settings are improper	• Check the “Pad Type” parameter from MENU/Trigger/Pad Type. • Check the “Velocity Curve” parameter from MENU/Trigger/Curve, and the “Gain” parameter from MENU/Trigger/Pad Type. • Ensure that the “Minimum Level” parameter from MENU/Trigger/Pad Type has not been set too high, as this can prevent sound from being output. • Check the settings in MENU/Trigger/Input Mode.
		Filter and decay settings have not been properly configured	• If using filters, re-adjust your VoiceFilter settings as they often prevent sound from being output. • Check the VoiceFilter and VoiceDecay settings in MENU/Kit Edit/Voice.
		MIDI settings have not been properly configured	• Ensure that the “MessageType” parameter from MENU/Kit Edit/Kit Modifier/Voice is set to “note.” • When the “MessageType” parameter from MENU/Kit Edit/Kit Modifier/Voice is set to “note,” the sound will not play if the “Voice Number” parameter from MENU/Kit Edit/Kit Modifier/Voice is set to “no assign.” • Ensure that the “VelLo” parameter from MENU/Kit Edit/Kit Modifier/Voice/MessageType is not set too high. Pads will produce sound only when struck harder than the value set here. • Ensure that the “TrgVel” parameter from MENU/Kit Edit/Kit Modifier/Voice/MessageType is not set too low. Low trigger velocities result in low output volumes. • Ensure that the “MIDI LocalCtrl” parameter from MENU/Utility/General is set to “on.”
		The volume or level settings are improper The headphone volume is not turned up The metronome volume is not turned up	Check the following: • Volume controllers on amplifiers and/or speakers connected to the DTX-PRO. • MENU/Kit Edit/Volume • The trigger output level of any pads with a dial allowing this to be adjusted. • The [MASTER VOLUME] knob on the DTX-PRO front panel. • The sliders on the MIXER screen. • Volume for the metronome (Click). ([CLICK VOLUME] knob)
	Poor volume balance	Poor volume balance between each of the pads	Ensure that the sliders on the MIXER screen have been set appropriately.
		Poor volume balance between the external audio device and the DTX-PRO	• Individually adjust the output volumes of the DTX-PRO and the external audio devices. • Adjust settings in MENU/Utility/Input Output/AUX In Gain. • Adjust the volume with the [AUDIO VOLUME] knob.
	Poor EQ balance	Poor EQ balance	Adjust the Phones EQ and the Master EQ.
	Pads with position sensing do not produce sounds properly		• Ensure that the Pad Type parameter has been set correctly. • Check the orientation of the cymbal pad. When this is not set properly, the cymbal pad may not be fully functional. • Make sure to connect the pad to the proper jack that supports position sensing.
	Headphone volume is too low Kick volume is too low in headphones		• Adjust the values in MENU/Utility/Output Gain. • Adjust the PhonesEQ. • Use high quality headphones.

Symptom		Possible cause	Solution
Having difficulties during perfo-mance	Cymbal/Hi-hat sounds are too soft The DTX-PRO pro-duces sound but the sensitivity (i.e., vol-ume) is too low.	Orientation of the cymbal pad is incor-rect Shaft on the Hi-hat pad is loose Extra felt is attached The pad type or trig-ger parameter setting is incorrect Slider is set to the minimum The level settings for the pad are improper The cymbal edge switch has not been detected	• Check the orientation of the cymbal pad. If this is set improperly, the cymbal pad may not be fully functional. • The shaft on the hi-hat stand may come loose during use and cause the hi-hat pad to rotate. If this happens, the pad may not function properly. To avoid the problem, we recommend that you tighten the shaft and check the position of the hi-hat pad on a regular basis. • Putting extra felt under the cymbal pad may result in lower volume. • Ensure that the Pad Type and trigger parameters are set correctly. Is the pad type shown by the “Pad Type” parameter in MENU/Trigger/Pad Type correct? (Select the proper pad type for the cymbal pad connected to the DTX-PRO.) • The trigger output level of any pads with a dial allow this to be adjusted. • Ensure that slider on the MIXER screen for the pad for which a sound is not being produced is set high enough. • Ensure that the drumstick is parallel to the pad surface when strik-ing the pad. The edge sensor switch on the cymbal pad may not react properly when the pad is struck completely from the side.
	Double triggers are being produced		• Ensure that trigger setups have been configured correctly. • If the pad or drum trigger in question features a controller for adjust-ing output or sensitivity, turn it down. • Ensure that the “Gain” parameter from MENU/Trigger/Pad Type is not set too high.
	Sound is produced without striking the pad Sound is pro-duced by a pad that was not struck (Crosstalk is occur-ring)		• Ensure that trigger setups have been configured correctly. • Set the “Reject Lvl” parameter from the MENU/Trigger/Crosstalk to an appropriate level. • If using a separately-sold pad featuring a level adjuster, ensure that the level has been set appropriately. • Ensure that the “Minimum Level” parameter from MENU/Trigger/Pad Type has been set appropriately.
	Only one Inst is played when two pads are struck simultaneously		• Ensure that trigger setups have been configured correctly. • From MENU/Trigger/Pad Type/Pad Type, select the pad that is not producing sound, and raise the value of its Gain parameter. • From MENU/Trigger/Pad Type/Pad Type, select the pad that is not producing sound, and lower the value of its MinLevel parameter.
	Sounds are skipped during rolls and flams		Reduce the “Reject Time” parameter from MENU/Trigger/Pad Type/Pad Type.
	Cannot choke Cannot mute		• Check the “Pad Type” parameter from MENU/Trigger/Pad Type. • Check the orientation of the cymbal pad. If the orientation of the pad is set improperly, the cymbal pad may not function fully.
	Foot closed hi-hat sounds cannot be played It is difficult to pro-duce closed hi-hat sounds	Shaft on the Hi-hat pad is loose Extra felt is attached The level settings for the pad are improper	• Make sure that you are fully and firmly operating the hi-hat controller or the hi-hat pedal. • Lower the setting of the “FootClosePos” parameter in MENU/Utility/Pad. • Is the pad type shown by the “Pad Type” parameter in MENU/Trig-ger/Pad Type? • Ensure that hi-hat pad or the hi-hat controller is correctly connected to the [CONTROL] jack of the DTX-PRO. • Putting extra felt under the cymbal pad may result in lower volume. • Ensure that slider on the MIXER screen for the pad for which a sound is not being produced is set high enough.

Symptom		Possible cause	Solution
	Hi-hat splash sounds are not produced as intended		Adjust the “FootSplashSens” parameter from MENU/Utility/Pad. Hi-hat splash sounds will not be produced if “off” has been set here.
	Pads with position sensing do not produce sounds properly		• Check the “Pad Type” parameter from MENU/Trigger/Pad Type. • Check the orientation of the cymbal pad. When this is not set properly, the cymbal pad may not be fully functional. • Make sure to connect the pad to the proper jack that supports position sensing. • Select an Inst or a voice that is compatible with position sensing. For more information, refer to the Data List (PDF).
	Reliable trigger signals cannot be produced (when using a drum trigger attached to an acoustic drum)		• Check the “Pad Type” parameter from MENU/Trigger/Pad Type. • Ensure that the “Gain” parameter from MENU/Trigger/Pad Type is not set too high. • Ensure that you are using only the recommended Yamaha drum triggers (trigger sensors) or pads. Products from other manufacturers can output excessively large signals, which in turn can result in double triggering. • Ensure that the heads are not vibrating in an irregular manner, and mute them if so required. • Ensure that drum triggers have been installed properly. • Increase the “Reject Time” parameter from MENU/Trigger/Pad Type. Avoid setting too large a reject time, as this can make it impossible to accurately detect flams, rolls, and the like. • The longer the bass drum sound, the easier it is to cause double triggers. Adjust the drum so that it produces a shorter sound. Try muting/tuning the head/changing the head.
	Pads are only producing sounds at very high volumes (i.e., high velocities)		• Ensure that the “Gain” parameter from MENU/Trigger/Pad Type is not set too high. • Adjust the “Velocity Curve” parameter from MENU/Trigger/Curve. • Check the “TrgVel” setting in MENU/Kit Edit/Kit Modifier/Voice/MessageType. For example, if this parameter is set to “127,” the maximum velocity will be produced even when the pad is struck lightly. • Ensure that you are using only the recommended Yamaha pads. Products from other manufacturers can output excessively large signals.
	Pads produce unintended sounds		• Ensure that trigger setups have been configured correctly. • If an external MIDI device played from the DTX-PRO does not produce the expected sounds, review its voice settings for the MIDI channel on which the DTX-PRO is sending data, and ensure that they are appropriate for the MIDI data being sent. • Voices assigned to layers B, C, or D may cause unintended sounds. • In some cases where unexpected sounds are produced when you have connected a two or three-zone pad to any of the [❷TOM1/❸], [❹TOM2/❺], [❻TOM3/❼], [⓬KICK/⓭], [❶SNARE] or [⓮] jacks. If so, with Pad 3, Pad 5, Pad 7 or Pad 13, set the “Pad Type” parameter to “off” in MENU/Trigger/Pad Type. With Pad 1 or Pad 14, select the proper pad type in MENU/Trigger/Pad Type. • Check the crosstalk setting, min level setting and sensitivity setting.
	Sounds are distorted		• Ensure that effects have been set appropriately. Sound can be distorted with certain combinations of effect type and parameter settings. • Ensure that the “VoiceFilter” parameter in MENU/Kit Edit/Voice is configured properly. Depending on the VoiceQ settings (filter resonance), distortion can be caused. • Lower the DTX-PRO’s master volume.
	Sounds play endlessly and do not stop		Ensure that the hold function is not turned on. Press [EXIT] while on the kit screen (top screen) to stop the KIT sounds.

Symptom		Possible cause	Solution
	Effects cannot be applied		• Ensure that the [EFFECT] knob is not turned down to minimum. • Ensure that the effect type is not set to “THRU” or “NO EFFECT.” • Ensure that the InstSend value is high enough for Effect 1 or Effect 2.
	The wave tempo does not change		Wave tempo cannot be changed. It will always play at the original tempo of the imported file regardless of kit tempo and other settings.
	Pad controller does not work		Pad controllers are not supported.
	By pressing the [REC] button, only one song can be recorded. The previous recording is overwritten		Only one song can be recorded to the DTX-PRO.
	My training scores are strange	Crosstalk is occurring	See the section on “Crosstalk.”
Settings	The DTX-PRO does not store its settings		The DTX-PRO automatically stores its system settings whenever you turn it off using the [⏻] (Standby/On) button. • Do not turn off the DTX-PRO by unplugging the AC adaptor. This will prevent it from storing the system settings. • User settings for kits, click sets, and triggers must be stored manually.
	Data cannot be saved on a USB flash drive		USB 1.1 compatible flash drives cannot be used on the DTX-PRO. • Ensure that the USB flash drive has been formatted using the DTX-PRO. • Ensure that the USB flash drive has not been write-protected. • Ensure that there is sufficient free space on the USB flash drive to save the data. Check the free space from “Memory Info” in MENU/File/.
	Cannot load audio files from a USB flash drive Cannot load standard MIDI files from a USB flash drive		USB 1.1 compatible flash drives cannot be used on the DTX-PRO. • Ensure that there is sufficient free space on the DTX-PRO. • Format the USB flash drive with the DTX-PRO. • Ensure that the file to be read is located within the root directory of the USB flash drive (that is, not within any folder).
	Cannot send data to or from the smart device		Check the connection. For more information, refer to the iPhone/iPad Connection Manual or Smart Device Connection Manual for Android™.
	Wave does not play	The wave has been deleted	For a user voice with an audio file imported into it, the sound no longer plays if the wave has been deleted.
	Connected external device does not produce sound	The device is not connected properly The MIDI channels do not match A function has been assigned to the pad The pad volume is low	• Ensure that the MIDI cable has been correctly connected. • Ensure that the MIDI channels match. For more information on MIDI settings, see page 31. • When using a USB MIDI connection, ensure that USB cables have been correctly connected. • Pads that have been assigned a function will not play sound even when struck. Set the “Pad Function” in MENU/Utility/Pad to “off.” • Ensure that the “MessageType” parameter from MENU/Kit Edit/Voice is set to “note.” Sounds will not be produced if this is not set to “note.” • Ensure that the “VelLo” parameter from MENU/Kit Edit/Voice/MessageType is not set too high. Pads will produce sound only when struck harder than the value set here. • Ensure that the “Minimum Level” parameter from MENU/Trigger/Pad Type has not been set too high, as this can prevent sound from being output.

Symptom		Possible cause	Solution
	Cannot exchange data with DAW applications		• When the Auto Power-Off function activates to turn off the DTX-PRO, any connection with DAW software will be lost. To restore this connection, close the DAW application, turn the DTX-PRO back on, and then launch the application once again. It is advisable to disable the Auto Power-Off function when exchanging data with a computer. • A driver is required to send audio data in Windows. (page 100) • Ensure that the USB cable has been correctly connected.
	Power turns off unexpectedly		Disable the Auto Power-Off function.
	The DTX-PRO does not receive any switch or trigger signals at all I want to reset the DTX-PRO to the factory default		Use the Factory Reset to restore the settings to the factory defaults.

Effect Type

● Ambi Type

Name	Description
No Effect	Bypass without applying an effect.
Hall 1	Reverb emulating the acoustics of a concert hall.
Hall 2	
Hall 3	
Hall 4	
Room 1	Reverb emulating the acoustics of a room.
Room 2	
Room 3	
Room 4	
Room 5	
Plate 1	Reverb emulating a metal plate.
Plate 2	
Stage	Reverb emulating the acoustics of a stage.
Space Simulator	Effect emulating the reverberating sound in a large space like a tunnel, a cave, and so on.
Reverb+Gate	Effect that combines a Gated Reverb and Reverb effect.
Reverb+Chorus	Effect that combines a Chorus and Reverb effect.
Reverb+Phaser	Effect that combines a Phaser and Reverb effect.
Reverb+Flanger	Effect that combines a Flanger and Reverb effect.
Reverb+Harmonic	Effect that combines a Harmonic Enhancer and Reverb effect.
Reverb+RingMod	Effect that combines a Ring Modulator and Reverb effect.

- **Fx1 Type**
- **Fx2 Type**

Name	Description	
No Effect	Bypass without applying an effect.	
Gated Reverb	Simulation of gated reverb.	
Reverse Reverb	Simulation of reverse playback of gated reverb.	
Early Ref 1	This effect isolates only the early reflection components of the Reverb.	
Early Ref 2		
Early Ref 3		
Early Ref 4		
Early Ref 5		
Tempo Delay 8th	The effect synchronizes the delay length to an eighth note tempo.	(*)
Tempo Delay Tri	The effect synchronizes the delay length to a quarter note triplet tempo.	(*)
Tempo Delay Dot	The effect synchronizes the delay length to a dotted eighth note tempo	(*)
G Chorus	A Chorus Effect that produces a richer and more complex modulation than normal chorus.	
2 Modulator	A Chorus Effect consisting of pitch modulation and amplitude modulation.	
SPX Chorus	An effect which uses a 3-phase LFO to add modulation and spaciousness to the sound.	
Symphonic	A 3-phase Chorus which uses a complex LFO wave.	
Ensemble Detune	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	
VCM Flanger	These effects emulate the characteristics of an analog flanger used in the 1970s, recreating a warm, high-quality flanger effect.	
Classic Flanger	Conventional type of flanger.	
Tempo Flanger	Tempo-synchronized flanger.	(*)
Dynamic Flanger	Dynamically controlled flanger.	
AmbienceFlanger	A flanger that adds early reflections.	
VCM Phaser	This effect emulates the characteristics of analog phasers used in the 1970s, recreating a warm, high-quality phaser effect. This is a stereo phaser with VCM technology for producing a vintage sound.	
Tempo Phaser	Tempo-synchronized phaser.	(*)
Dynamic Phaser	Dynamically controlled phase shifter.	
VCM Auto Wah	Modulates the tone via LFO.	
VCM Touch Wah	Modulates the tone via Amplitude.	
Ring Modulator	An effect that modifies the pitch by applying Amplitude Modulation to the frequency of the input.	
Dynamic RingMod	Dynamically controlled Ring Modulator.	
Auto Synth 1	Processes the input signal into a synthesizer-type sound.	
Auto Synth 2		
Auto Synth 3		
TempoSpiralizerP	Spiralizer with tempo-synchronized LFO.	(*)
Tech Modulation	Adds a unique feeling of modulation similar to ring modulation.	
Pitch Change 1	Changes the pitch of the input signal.	
Pitch Change 2		

(*) The effect changes according to the tempo setting of the module.

- **MFX Type**
- **InsertionType**

Name	Description	
Thru	No Effect.	
Analog Delay 1	Analog delay driven by bucket-brigade device (BBD) chips with short delay setting.	
Analog Delay 2	Analog delay driven by bucket-brigade device (BBD) chips with long delay setting.	
G Chorus	A Chorus Effect that produces a richer and more complex modulation than normal chorus.	
2 Modulator	A Chorus Effect consisting of pitch modulation and amplitude modulation.	
SPX Chorus	An effect which uses a 3-phase LFO to add modulation and spaciousness to the sound.	
Symphonic	A 3-phase Chorus which uses a complex LFO wave.	
VCM Flanger	These effects emulate the characteristics of an analog flanger used in the 1970s, recreating a warm, high-quality flanger effect.	
Dynamic Flanger	Dynamically controlled flanger.	
VCM Phaser	This effect emulates the characteristics of analog phasers used in the 1970s, recreating a warm, high-quality phaser effect. This is a stereo phaser with VCM technology for producing a vintage sound.	
Dynamic Phaser	Dynamically controlled phase shifter.	
Overdrive	Stereo distortion.	
Compressor	Conventional compressor.	
Lo-Fi	Degrades the audio quality of the input signal to get a lo-fi sound.	
Noisy	Adds noise to the current sound.	
Turntable	Simulates the noise of an analog record.	
Bit Crusher	Produces distortion by reducing the resolution or bandwidth of the digital sound.	
Dynamic RingMod	Dynamically controlled Ring Modulator.	
Dynamic Filter	Dynamically controlled filter.	
TempoSpiralizrF	Spiralizer with tempo-synchronized LFO.	(*)
Tech Modulation	Adds a unique feeling of modulation similar to ring modulation.	
Control Filter	Manually controlled filter.	
Ring Modulator	An effect that modifies the pitch by applying Amplitude Modulation to the frequency of the input.	
Presence	Effect for bringing out the hidden presence in the input sounds.	
Harmo Enhancer	Layers additional harmonics to the input signal to make the sound stand out.	
Pitch Change	Changes the pitch of the input signal.	

(*) The effect changes according to the tempo setting of the module.