HITMAN
ELECTRONIC DRUMS

HD-5 ELECTRONIC DRUM SET

USER'S MANUAL

V irgin M usical I nstruments

Welcome

We would like to express our appreciation and congratulate you for purchasing this ⊛HITMAN Electronic Drum Kit. You will find the drum set's features and functions listed within this owners manual. Please take a few minutes to read the following pages of instruction, and retain this manual for future reference.

INCLUDED IN THE BOX
   1 DRUM SOUND MODULE
   1 BASS DRUM WITH STAND
   1 BASS DRUM KICK PEDAL
   1 HI-HAT PEDAL
   1 EIGHT INCH SNARE DRUM HEAD DUAL-ZONE
   3 EIGHT INCH TOM DRUM PADS
   1 TWELVE INCH CRASH CYMBAL WITH CHOKE
   1 TWELVE INCH RIDE CYMBAL
   1 EIGHT INCH HIGH HAT CYMBAL WITH OPTICAL SENSOR FOOT PEDAL
   1 DURABLE LIGHT WEIGHT DRUM FRAME COMPLETE WITH MOUNTING HARDWARE
   1 KIT WIRING HARNESS CONNECTION CABLE
   1 PAIR STEREO HEADPHONES
   1 DRUM THRONE STOOL
   (1) DRUM KEY
   (2) DRUMSTICKS
   (1) DRUMSTICK HOLDER BAG
   (8) VELCRO STRIPS
   (1) ASSEMBLY INSTRUCTIONS/INSTRUMENT GUIDE

FCC STATEMENTS

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

   EN55022-2006
   EN55024:1998/+A1:2001:/+A2:2003
   EN55013:2001/+A1:2001:/+A3:2006
   EN6100-3-2:2006
   EN6100-3-3:1995/+A1:2001/+A2:2003

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of more of the following measures:
Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet or a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

TAKING CARE OF YOUR DRUM KIT

SERVICE AND MODIFICATION

Do **NOT** attempt to open the unit or make any change in the circuits or parts of the unit. This product should be serviced by a qualified service personnel when:

- The power supply cord of the plug of the adapter has been damaged.
- Liquid has been spattered into the unit or it has been exposed to rain.
- The instrument does not appear to operate normally or exhibits a marked change in performance.
- The instrument has been dropped or damaged.

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POWER

This drum set contains digital circuitry and may cause interference if placed too close to radio or television receivers. If interference occurs, move the drum set farther away from the affected equipment

- Only use the attached power adapter.
- Turn the power switch to off when the drum is not in use.
- To avoid damage to the drum and other devise to which it is connected, turn the power switches of all related devices off prior to connection or disconnection of audio cables.
- Turn the power off if the main cable of the power adapter is damaged or the instrument is exposed to liquid.
- Do not switch the unit on and off in quick succession, this places an unexpected load on the electronic components.
- Unplug the AC power cord during an electrical storm.
- Avoid plugging the AC adapter into the same AC outlet as appliances with high power consumption, such as electric heaters or ovens.

LOCATION

To avoid deformation discoloration or more serious damage, do not expose the drum set to the following conditions;

- Direct sunlight (or near a window),
- High temperatures (near a heat source, outside, or in a care during the daytime)
- Rain or excessive humidity
- Excessive dust
- Strong vibration.
- Do not expose the unit to water or other liquids.
-

HANDLING AND TRANSPORT

- Never apply excessive force to the controls, connectors, pads or other parts of the instrument.
- Always unplug cables by gripping the plug firmly, NOT by pulling on the cable.
- Physical shocks caused by dropping bumping or placing heavy objects on the instrument can result in scratches and/or more serious damage.
- Carefully check the amplifier volume control before starting to play. Excessive volume can cause permanent hearing loss.

CLEANING

- Only clean the unit with a dry of damp soft cloth. Do not use chemicals or polishes
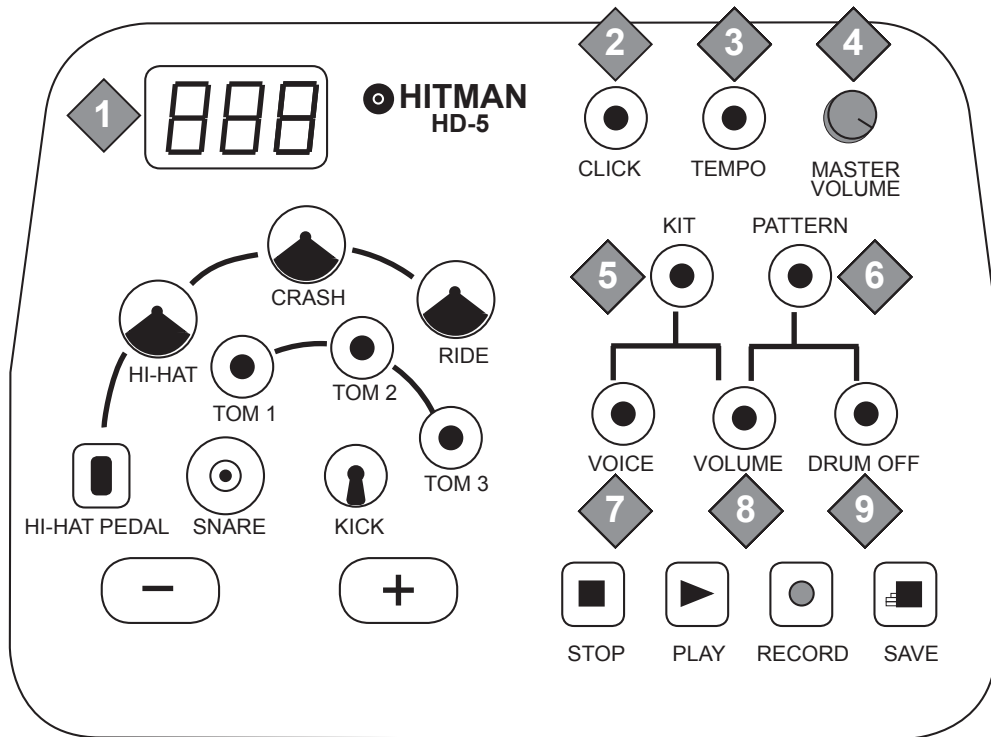
TABLE OF CONTENTS

SOUND MODULE

CONTROL PANEL

Listed below please find a list of the easy to use buttons on the ⭐HITMAN HD-5 Electronic Drums.

1 DISPLAY The display is a 3-digit 7-segment LED showing information such as kit number, voice number and other parameters.

2 CLICK The CLICK button toggles the metronome on and off.

3 TEMPO The TEMPO button changes the tempo of the metronome, it is also used for recording and pattern playing.

4 MASTER VOLUME Rotate this knob clockwise to increase the master volume and counter-clockwise to decrease the master volume.

5 KIT Press the KIT button to enter the drum kit selection mode.

6 PATTERN Press the PATTERN button to enter the pattern play mode.

7 VOICE Press the VOICE button to enter the voice assignment mode.

8 VOLUME Use the VOLUME button to enter the volume adjustment mode.

9 DRUM OFF Pressing the DRUM OFF button will mute the drum sound in the pattern.

SOUND MODULE

CONTROL PANEL
Listed below please find a list of the easy to use buttons on the Hitman HD-5 Electronic Drums.
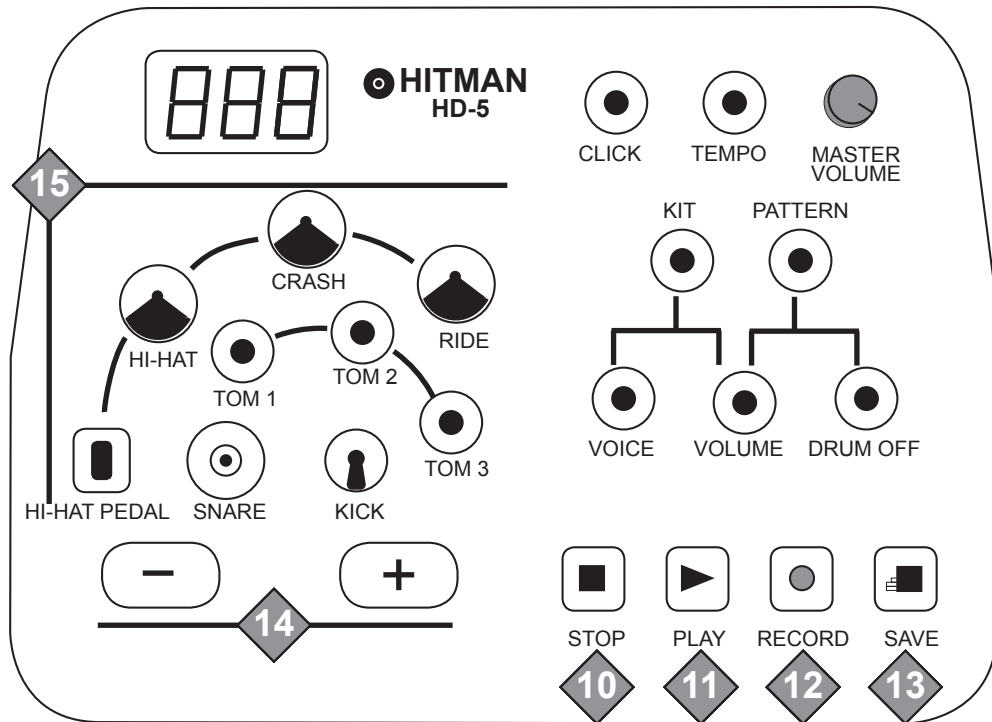
1 STOP   Use the STOP button to stop the pattern playing or to stop recording.

2 PLAY   Use the PLAY button to play a pattern or a recorded performance.

3 RECORD Press the RECORD button to enter the record mode.

4 SAVE   Press the SAVE button to save a recording or settings you have changed.

5 – BUTTONS + Use these – BUTTONS + to adjust and select options in the kit and pattern modes, the volume settings and wherever needed.

6 PAD SELECT BUTTONS: These buttons have dual functions. When engaged in the kit mode use these buttons to select or edit a pad.
When in the pattern play mode these buttons are used to display pad performance.
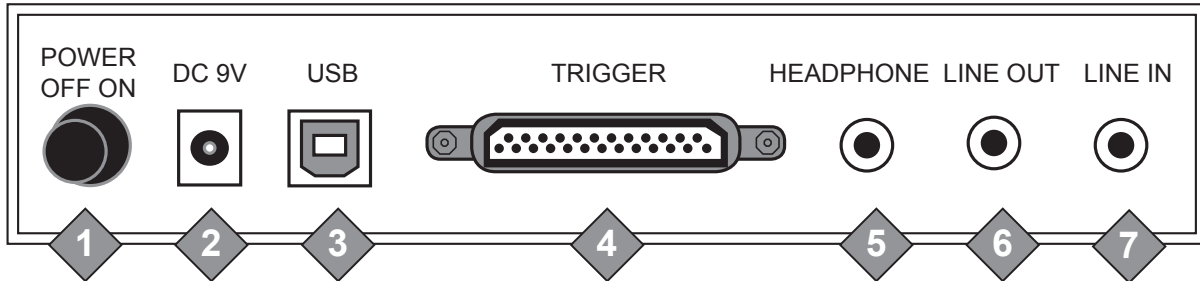
♫**Please note**, to reset the drum set, press and hold down both – buttons + while turning on the power until "rSE" appears on the display. The factory settings will be restored and any recorded contents erased.

POWER
OFF ON

SOUND MODULE

BOTTOM PANEL

The connector panel is found on the bottom of the drum set control module.

1 **POWER OFF ON** The POWER switch turns the sound module on and off.
♫**Please note**, after you turn the power off, do not turn it on immediately. Wait at least five seconds so that the electronic circuits can be properly reset.

2 **POWER IN JACK** Plug the DC cable of the attached adapter in the jack.

3 **USB JACK** The USB connector allows you to connect the drum set directly to your computer's USB port. The USB interface is compatible with Windows XP/VISTA, Windows & and MAC. The computer will recognize the drum as an audio device.

4 **PAD TRIGGER CONNECTOR** Each pad and the Hi-Hat control pedal have their own labeled cables. All cables are merged into a single connector. Put the appropriate cable into the jack of the corresponding component, and then plug the merge connector in here.

5 **HEADPHONE JACK** The drum kit has a stereophonic headphone jack. You can play in relative silence without disturbing others in the room by plugging a set of headphones into this jack.

6 **LINE OUT JACK** There is no built-in speaker for the drum set. Line out of the stereo audio output will deliver the drum set's output signal to external amplification, such as home stereo, PA system or other stand-alone amplifiers.
If you connect to an external mono system, a stereo/mono adapter is recommended.

7 **LINE IN JACK** Line in of the stereo audio input jacks will mix the supplied signal with the internal drum sound. It can be used to connect to items such as CD players, MP3 players and the like.

PLAYING THE PADS

TURN ON THE POWER
1 Turn down the volume.
2 Turn on the POWER button, don't strike pad or press the Hi-Hat control pedal.
3 Turn on any connected external devices.
4 Strike the pad and adjust the volume to the proper level.
   ♫**Please note**, all the pads have a striking force sensitivity feature. Strike the pad harder for a higher volume and strike the pad softer for a lower volume.

PAYING THE TOM DRUM
1 Strike the central area of the pad to create the tom drum sound.

PLAYING THE CYMBAL
1 Strike the rubber area of the crash and ride pad to create a cymbal sound.
2 The crash has a choke feature. Strike the crash pad, it's sound will sustain.
3 Squeeze the edge portion, and the sound will mute.

PLAYING THE SNARE DRUM
1 Strike the central position (head) of the pad to make head sound.
2 Strike the rim of the pad to make a rim sound.

PLAYING THE HI-HAT
1 Strike the Hi-Hat control pedal to make an open Hi-Hat sound.
2 Strike the Hi-Hat pad while fully pressing the Hi-Hat control pedal to make a closed Hi-Hat sound.
3 Strike the Hi-Hat pad while pressing the Hi-Hat control pedal gradually down, the open sound will progressively change to a closed sound.
4 Press the Hi-Hat pedal down quickly to make a Hi-Hat pedal sound.

PLAYING KICK DRUM
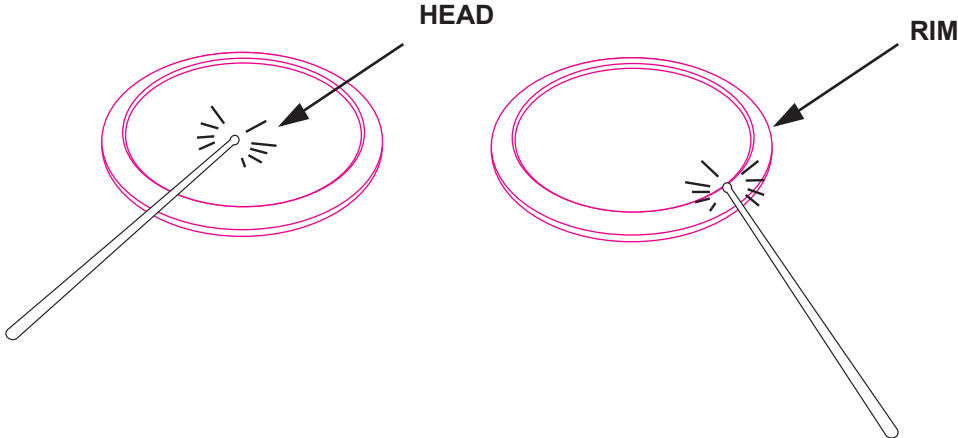1 Press the kick drum pedal to make a kick drum sound.

MASTER VOLUME
1 Rotate the MASTER VOLUME knob to turn the master volume up or down.
2 Rotate the knob clockwise to increase the volume.
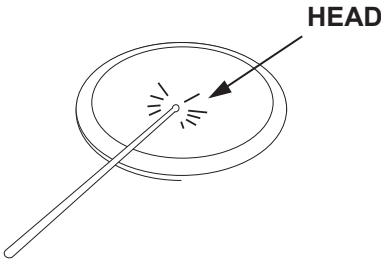3 Rotate the knob counter-clockwise to decrease the volume.
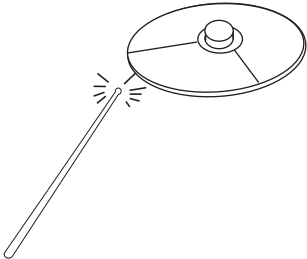
MASTER
VOLUME

PLAYING THE PADS

SNARE DRUM

HEAD

RIM

TOM DRUMS

HEAD

CYMBALS

DRUM KIT

This drum set has 20 preset drum kits to choose from. Each kit is a combination of different instrument voices that are assigned to a specific pad. The voices within a selected kit give the performance a uniform style. Any of the kits can be edited, and those edits saved.

When the drum set is turned on, the kit mode is engaged automatically, the KIT button is lit and the Kit number is shown on the display.

In other operation modes, pressing the KIT button will return the drum set to the kit mode.
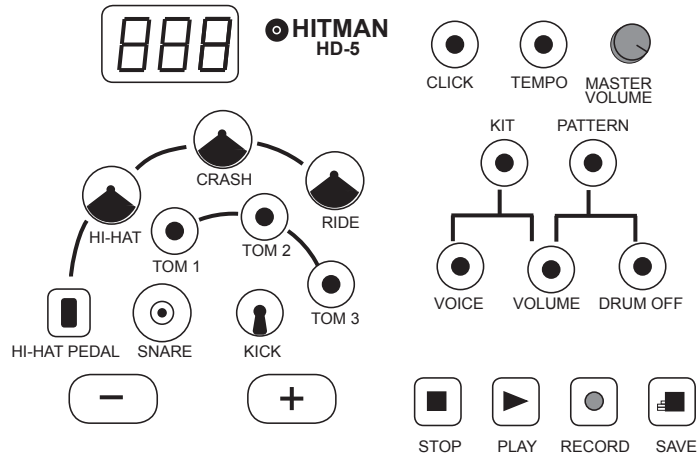
KIT SELECT

1 Press the KIT button if not already engaged.

2 Use the – BUTTONS + to select the desired kit from ranging from 01-20. Please see the list of available kits below. The default kit number is 01. When reentering the kit mode, the kit number will be the one last assigned.

KIT LIST

Kit No.	Kit Name	Kit No.	Kit Name
01	Pop	11	Heavy Beat
02	Electric	12	Metal
03	Jazz	13	Rock
04	Beat Box	14	Punk
05	808	15	Carbon
06	Fireball	16	Disco
07	Magnet	17	Tight Rope
08	Dry	18	Smashing
09	Machine	19	Largeness
10	Room	20	Funky

DRUM KIT

KIT EDIT

After selecting a kit, you can change the voice and its volume on each pad and save the changes.
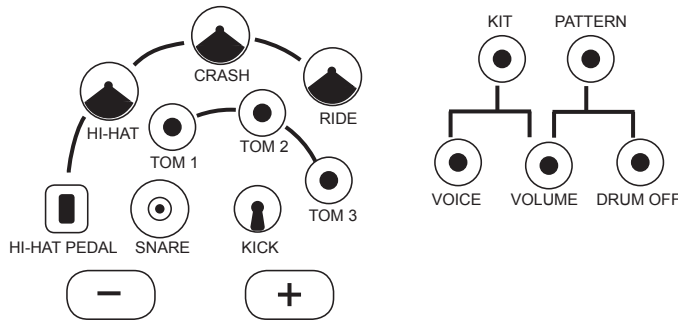
CHANGE THE VOICE OF THE PAD

1 Before editing, select a pad by pressing the desired PAD SELECT button. The selected pad button will light up and blink, and the assigned voice can be heard.
The snare has head and rim parts and hi-hat has open and closed voices. Press the corresponding PAD SELECT button twice to select an alternate part of these pads and the light color of the button will change to blue.

♪**Please note,** an easy way to select is to hit the pad or press the Hi-Hat pedal directly. The corresponding button will light up and blink, striking too softly will not trigger a selection.

2 Press the VOICE button to assign a voice to the pad, the pressed button will light up and blink, and the current voice number of that pad will appear on the display..

3 While the PAD SELECT button and the VOICE button blink use the – BUTTONS + to change the voice number ranging from 1-184. Holding down the + or – BUTTON will change the data consecutively. Press the – BUTTONS + simultaneously to restore the original voice.
Please see the VOICE LIST at the back of this manual for all assignable voices.

4 You can change the voice of another pad by pressing the voice's PAD SELECT button.

5 Press the blinking VOICE button again to exit and return to the kit select mode. The indicator will turn off.
♪**Please note,** settings will be lost when the power is turned off.

CHANGE THE VOLUME OF THE PAD

1 Before editing, select a pad

2 Press the VOLUME button, the button will light up and blink, the display will show the current volume.

3 Adjust the volume of the pad by using the – BUTTONS + to change the volume ranging from 0-127. Press the blinking VOLUME button again to exit and return to the kit select mode. Its indicator will turn off.
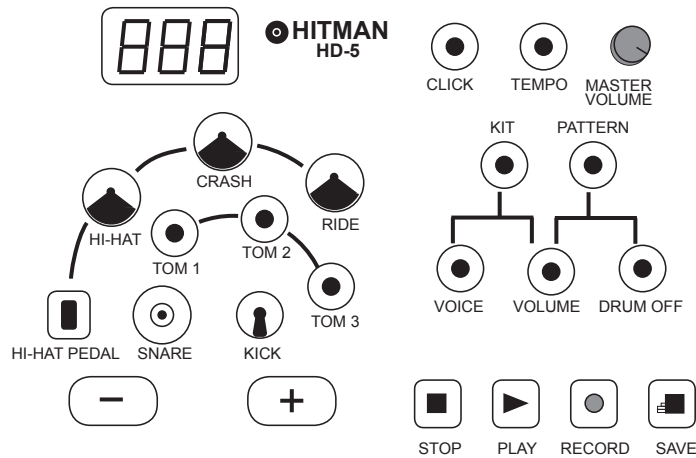♪**Please note,** settings will be lost when the power is turned off.

♫**Please note,** to reset the drum, press and hold down both + and – buttons and turn on the power until "rSE" appears on the display. The factor settings will to restored and recorded contents erased.

PATTERN

There are 50 built-in patterns for you to enjoy and use for practice exercises.

LISTEN TO THE PATTERN

1 To engage the pattern mode press the PATTERN button and it will light up. The pattern number with "P" in front of it will appear and blink on the display.

2 Use the – BUTTONS + to select a pattern from 01-50.

3 Press the PLAY button to start playing, the display will show the measure number.
The PAD SELECT buttons will flash to indicate which pad is performing. When the pattern is finished, it will restart from the beginning. During play, you can change the pattern by pressing the – BUTTONS +, the new pattern number will appear on the display and will start playing from the first measure.

4 Press the STOP button to stop the playing.

5 Press the KIT button or press the PATTERN button again to exit and return to the kit mode.

PRACTICE WITH THE PATTERN

While listening to the pattern you can drum on the pads. All the patterns consist of a percussion and orchestral background music. You can mute the percussion sound and drum to the pattern, accompanied by the background music.

1 To engage the pattern mode pressing the PATTERN button.

2 Use the – BUTTONS + to select a pattern from 01-50.

3 Press the DRUM OFF button to mute the percussion sound, the button will light up.

4 Press the PLAY button to start playing, the display will show the measure number.
The PAD SELECT buttons will flash to indicate which pad you should be drumming. When the pattern is finished, it will restart from the beginning. During the play, you can change the pattern by pressing the – BUTTONS +, the new pattern number will appear on the display and will start playing from the first measure.

5 Press the STOP button to stop the playing.

6 Press the KIT button or press the PATTERN button again to exit and return to the kit mode.
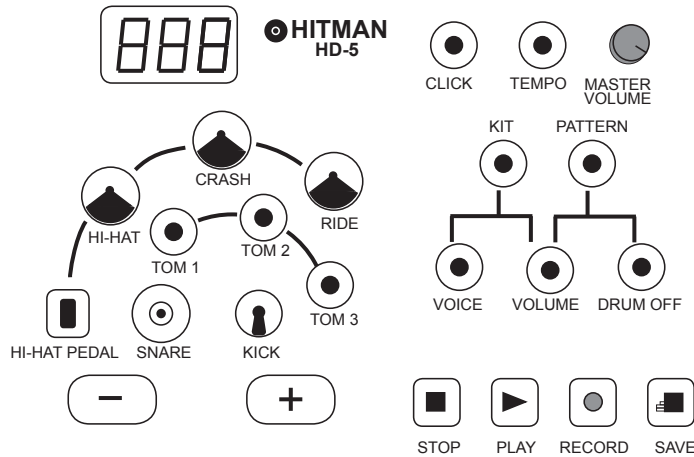
PATTERN

ADJUST THE VOLUME
1 The volume of the pattern is adjustable.
2 Press the VOLUME button, the button will light up and blink while the current volume will be displayed. Use the + or – buttons to adjust the volume. Wait 3 seconds or press the VOLUME button again and the display will recover the measure.

METRONOME
1 Press the CLICK button to activate the metronome, its indicator will light up and flash in time with the current tempo. The speed of the metronome is determined by the tempo value. To adjust the tempo value, please refer to Adjusting the Tempo.

♪**Please note,** during pattern play, the metronome cannot sound but the CLICK button will flash if the metronome is engaged.
2 Press the CLICK button again to stop the metronome.

ADJUST THE TEMPO
During the playing you can change the tempo.
1 Press the TEMPO button, its indicator will light up and blink. The current tempo will appear on the display and blink.
2 Use the + or – buttons to change the tempo ranging from 40-240 bpm.
3 Press both the – BUTTONS + simultaneously and the tempo will recover the original value. Wait 3 seconds or press the TEMPO button again and the display will recover to the measure display.

RECORD

This drum has the ability to record one performance and save it as Pattern 51. The recording can be accompanied by a pattern.
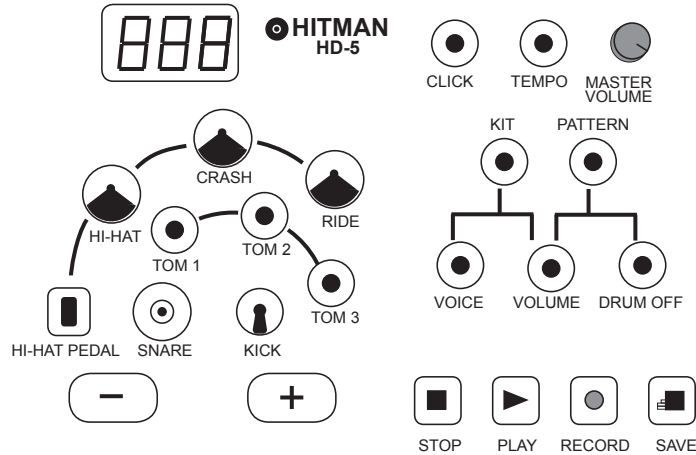
RECORDING

There are two ways to start recording.

Automatic Start

After pressing the record mode, recording begins immediately after a four beat count-in.

♫**Please note,** even if you stop the recording before the pattern is over, the remaining measure of the pattern will be in your recorded.

Synchronized Start

The recorder is put on standby and will start recording as soon as any pad on the drum set is struck. Using the sync start you can record in the following ways:

- You can record your with the pattern background music and percussion adding your performance to the pattern. The pattern will play repeatedly until you stop the recording.
- You can turn off the percussion of the pattern and record with just the background accompaniment.
- Or you can turn off the pattern to record a pattern-free performance of just your playing on the drum set..

AUTO START

1 Before recording prepare the desired settings, including selecting the drum kit, the metronome tempo setting and the pattern selection volume and tempo.
2 Press the RECORD button to enter the record mode.
3 Press the RECORD button again, after four beats count-in, the record will start immediately whether you strike the drum pad or not.
4 When a recording starts, the RECORD button stops blinking and remains lit. If engaged, the metronome will sound as soon as recording starts. The metronome sound is for reference only, it is not recorded. The recording measure will appear on the display.
5 Press the RECORD button again or press the STOP button to terminate the recording The RECORD button blinks and is ready for the next recording. The new recording over-writes the contents of the previous recording in units of measure. In the way, you can edit your recording.

♪**Please note,** the Auto Start mode is recommended to over-write and record with the pattern.
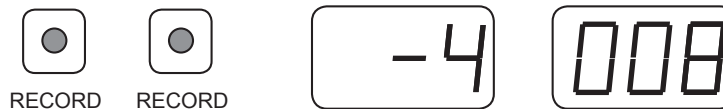
RECORD

1 SYNC START
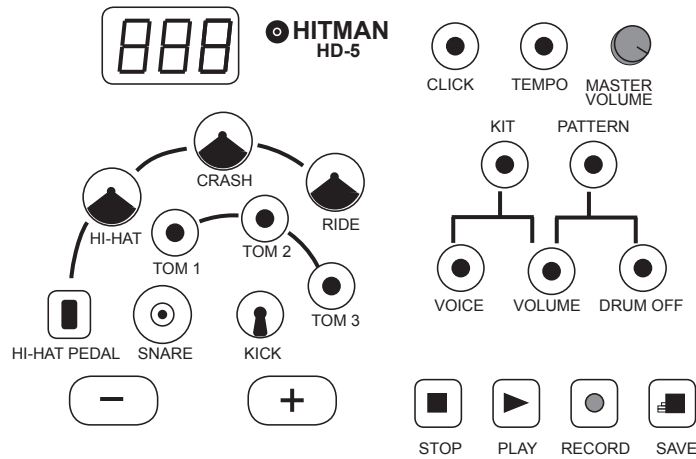Before recording prepare the desired settings, including selecting the drum kit, the metronome tempo setting and the pattern selection volume and tempo.

2
Press the RECORD button to enter the record mode. The button will light up and blink to indicate the recorder is on standby.

3
Press the CLICK button, to put the metronome on standby, the button will flash
- The PATTERN button will light up automatically so that you can record your performance with a pattern the display shows the current pattern number. Select a different pattern by using the – BUTTONS +.
- If you do not want the drum sound in the pattern, press the DRUM OFF button to mute it.
- If you don't want to use the pattern at all, press the PATTERN button so that its indicator turns off and "OFF" will appear on the display.

4
Recording will start as soon as you strike on any of the pads. When a recording starts, the RECORD button stops blinking and remains lit. If engaged, the metronome will sound as soon as recording starts. The metronome sound is for reference only, it is not recorded. The recording measure will appear on the display.

5
Press the RECORD button again or press the STOP button to terminate the recording The RECORD button blinks and is ready for the next recording. The new recording over-writes the contents of the previous recording in units of measure. In the way, you can edit your recording.
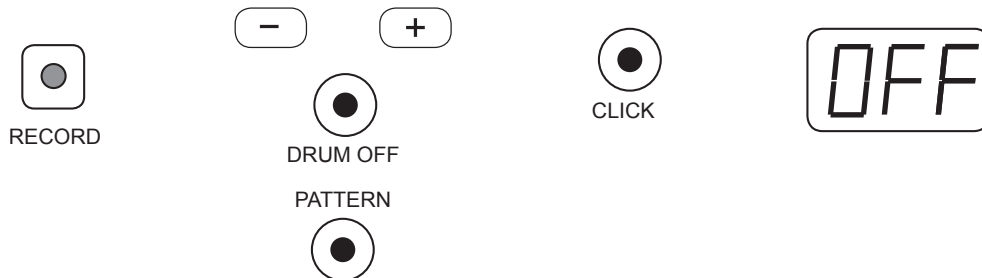
RECORD
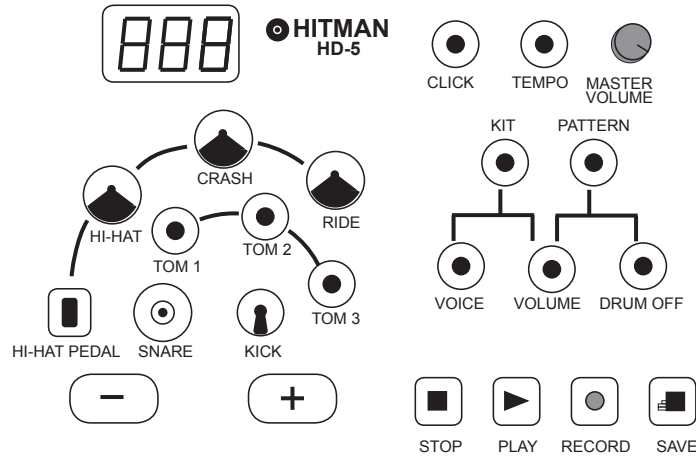
STOP AND SAVE

STOP

When finished with the recording, while the RECORD button blinks, press the STOP button to discard the current recording. The RECORD button turns off and the PATTERN button stays lit. The display shows the pattern number you selected before the recording.

♫**Please note,** your current recording will be lost.

Press the KIT button at anytime, the recording will be terminated and the drum will return to the Kit mode. Your current recording will be lost.

STOP

SAVE

When you are finished recording and while the RECORD button is blinking, press the SAVE button to save it as Pattern 51. The RECORD buttons light turns off, and the PATTERN button stays lit. The display shows "P51". Your recording will be saved even after the power is turned off.

SAVE

PLAYBACK

1 To hear your recorded performance, enter the pattern mode by pressing the PATTERN button.
2 Select P51, using the – BUTTONS +. Please refer to the Pattern section of this manual for help.
3 Press the PLAY button to play back your recording.

USB AND MIDI

MIDI

MIDI stands for Musical Instrument Digital Interface. This is a worldwide standard communication interface that enables electronic musical instruments and computers to communicate with each other so that instructions and other data can pass between them. This exchange of information makes it possible to create a system of MIDI instruments and devices that offers far greater versatility and control than that is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other equipments your musical horizons will be greatly enhanced. For example, you could edit your playing in the computer or play back MIDI songs from the computer while playing the drum.

USB

The USB connector allows you to connect the drum directly to your computer. It can be connected without driver installation under the Windows XP, Windows Vista & MAC OSX environment. The drum will be recognized as a USB Audio device to receive and transmit the those same MIDI messages.

MIDI APPLICATION CHART			
Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16	
Note Number	0-127	0-127	
Velocity: Note On	1-127	0-127	
Velocity: Note Off	64	0-127	
Major Controls: B9h 04h xxh	Yes	X	Hi-Hat pedal control
Major Controls: Bxh 79h 00h	Yes	Yes	Reset All Controller
Major Controls: Bxh 7Bh 00h	Yes	Yes	All Notes Off
Program Change	X	Yes*	
System Exclusive	Yes	Yes**	
RPN	X**	Yes**	
NRPN	Yes	Yes**	
*Channel 10 support Bank 0 only			
** If you need detailed information about Exclusive, RPN and NRPN, please see your vendor			

TRANSMITTED NOTE THROUGH CHANNEL 10 FROM EACH PAD IS FIXED			
Pad	Note	Pad	Note
Tom1	48	Ride	51
Tom2	45	Hi-Hat Open	46
Tom3	41	Hi-Hat Close	42
Snare	38	Hi-Hat Pedal	44
Snare Rim	37	Kick	36
Crash	55		

VOICE LIST

GM
No.	Voice
001	High Q
002	Slap
003	ScraPush
004	ScraPull
005	Stick
006	SquarClick
007	MetroClick
008	MetroBell
009	KickDrum2
010	KickDrum1
011	SideStick
012	SnareDrum2
013	HandClap
014	SnareDrum1
015	LoFloTom2
016	CloseHH
017	LowFloTom1
018	PedalHH
019	LowTom
020	OpenHiHat
021	LowMidTom
022	HiMidTom
023	CrashCymb1
024	RHighTom
025	RideCymb1
026	ChCymbal
027	RideBell
028	Tambourine
029	SplashCymb
030	Cowbell
031	CrashCymb2
032	VibraSlap
033	RideCymb2
034	HiBongo
035	LowBongo
036	MuteConga
037	HiConga
038	LowConga
039	HighTimbal
040	LowTimbal
041	HiAgogo
042	LowAgogo
043	Cabasa
044	Maracas
045	ShortWhist
046	LongWhist
047	ShortGuiro
048	LongGuiro
049	Claves
050	HiW-Block
051	LoW-Block
052	MuteCuica
053	OpenCuica
054	MuteTriang
055	OpenTriang
056	FullCabasa
057	Shaker
058	Belltree
059	Castanets
060	MuteSurdo
061	OpenSurdo

KICK
No.	Voice
062	Kick 1
063	Kick 2
064	Kick 3
065	Kick 4
066	Kick 5
067	Kick 6
068	Kick 7
069	Kick 8
070	Kick 9
071	Kick 10
072	Kick 11
073	Kick 12
074	Kick 13
075	Kick 14
076	Kick 15
077	Kick 16
078	Kick 17
079	Kick 18
080	Kick 19

SNARE
No.	Voice
081	Snare 1
082	Snare 2
083	Snare 3
084	Snare 4
085	Snare 5
086	Snare 6
087	Snare 7
088	Snare 8
089	Snare 9
090	Snare 10
091	Snare 11
092	Snare 12
093	Snare 13
094	Snare 14
095	Snare 15
096	Snare 16
097	Snare 17
098	Snare 18
099	Snare 19
100	Snare 20
101	Snare 21
102	Snare 22
103	Snare 23
104	Snare 24
105	Snare 25
106	Snare 26
107	Snare 27
108	Snare 28
109	Snare 29
110	Snare 30
111	Snare 31
112	Snare 32
113	Snare 33
114	Snare 34
115	Snare 35

SIDE STICK
No.	Voice
116	SideStick 1
117	SideStick 2
118	SideStick 3

CLOSED HI-HAT
No.	Voice
119	Closed Hi-Hat1
120	Closed Hi-Hat2
121	Closed Hi-Hat3
122	Closed Hi-Hat4
123	Closed Hi-Hat5
124	Closed Hi-Hat6
125	Closed Hi-Hat7
126	Closed Hi-Hat8
127	Closed Hi-Hat9
128	Closed Hi-Hat10
129	Closed Hi-Hat11
130	Closed Hi-Hat12

OPENHI-HAT
No.	Voice
131	Open Hi-Hat1
132	Open Hi-Hat2
133	Open Hi-Hat3
134	Open Hi-Hat4
135	Open Hi-Hat5
136	Open Hi-Hat6
137	Open Hi-Hat7
138	Open Hi-Hat8
139	Open Hi-Hat9
140	Open Hi-Hat10
141	Open Hi-Hat11
142	Open Hi-Hat11
143	Open Hi-Hat13

HI TOM
No.	Voice
144	Hi Tom 1
145	Hi Tom 2
146	Hi Tom 3
147	Hi Tom 4
148	Hi Tom 5
149	Hi Tom 6
150	Hi Tom 7
151	Hi Tom 8

MID TOM
No.	Voice
152	Mid Tom 1
153	Mid Tom 2
154	Mid Tom 3
155	Mid Tom 4
156	Mid Tom 5
157	Mid Tom 6
158	Mid Tom 7
159	Mid Tom 8

LOW TOM
No.	Voice
160	Low Tom 1
161	Low Tom 2
162	Low Tom 3
163	Low Tom 4
164	Low Tom 5
165	Low Tom 6
166	Low Tom 7
167	Low Tom 8

CRASH
No.	Voice
168	Crash 1
169	Crash 2
170	Crash 3

RIDE
No.	Voice
171	Ride 1
172	Ride 2

PERCUSSION
No.	Voice
177	Percussion 1
178	Percussion 2
179	Percussion 3
180	Percussion 4
181	Percussion 5

PEDAL HI-HAT
No.	Voice
182	Pedal Hi-Hat 1
183	Pedal Hi-Hat 2
184	Pedal Hi-Hat 3

SPECIFICATIONS

CONFIGURATION	3 X 8" Tom (without rim), 12" Crash cymbal (with choke feature), 12" Ride cymbal, 8" Hi-Hat, 6" Kick, Hi-Hat pedal
Voice	184
Drum Kit	20 Preset Kits
Pattern	50, Full and Mute drum mode
Pad Button	play drum sound with led blink
Tempo	default 120; range 40-240
Metro	On/Off
Record	1 editable song in overwrite mode
Easy Reset	holding button + and button - when power on
Display	3 X 7 LED
Power	9V DC
Aux. Socket	Headphone, Line In/Out, USB, Power In DC9V

HITMAN
ELECTRONIC DRUMS

Virgin Musical Instrument Company Inc

P O Box 2908

La Mesa, CA 91943

PH: 619 244-0006

E-mail: info@virginmusicalinstruments.com

www.virginmusicalinstrumentcompany.com