DrumIt Five

Operating System 1.3X

1.3 Addendum to the 1.2x operation manual

* This addendum refers to operation system 1.3x. Older systems differ in the menu structure and some of the features that are explained here are not available. Please update the system, so you can fully make use of this manual and your instrument. You can find the updates on our homepage www.2box.se. **Also please refer to the 1.2x manual for general description and handling of the DrumIt Five module.**
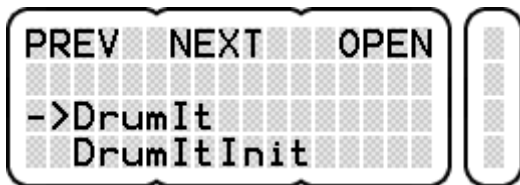
What is new in the OS 1.3 – Overview

- Mask function to reduce double triggering issues
- New Loop Group functions to control start and stop simultaneously
- Added trigger types
- Added special trigger types reducing crosstalk between head and rim
- Changing User-KIT-Banks on the fly
- New Save function - Have the DrumIt Five to start with your favorite kit
- Ring Kit selection

New Features and handling

Global features:

Changing User-KIT-Bank files has been greatly simplified. With the file Globalconfig.dcfg added to the Top Folder of the DrumIt Five memory you can choose another User-KIT-Bank file without restarting the module.

By pressing the buttons MORE and KIT together for a few seconds you will enter a new menu to choose between different User-KIT-Bank files. This is useful if you need more than 100 presets. It also can be helpful if you are using different trigger settings for different situations or set ups.
(e.g. in the studio, live on stage, in your rehearsal room)

The last saved User-KIT-Bank will be the default User-KIT-Bank at next start up or reboot.

Pay attention to fact that the DrumItinit User-KIT-Bank file is a default factory reset bank. It is only used for the INIT Function (factory reset) in the operating system. Please check our complete manual for more details.

BTW: If you do a reset of the DrumIt Five, only the settings of the DrumIt.dkt file will be changed to the factory settings. All other User-Kit-Banks cannot be re-set by using the INIT Function in the module itself.
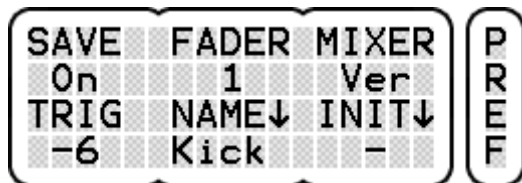
Don't forget! You can easily create your own personal User-KIT-Bank by simply copying an existing User-KIT-Bank (for example the DrumIt.dkit file) and rename the new file to your own liking.

There are also two new BANK files added to the DrumIt Five

1**. DrumItRub.dkt** – This includes trigger settings that are optimized for playing the DrumIt Five with our Rubberhead pads. (Standard set up but with UNIT-TRIG settings that fits the Rubber heads)

2. **DrumItTrig.dkt** – – This includes trigger settings that are optimized for playing the DrumIt Five with the 2Box TrigIt acoustic triggers. These UNIT TRIG settings are tailored for use with TrigIt acoustic triggers, (or similar).
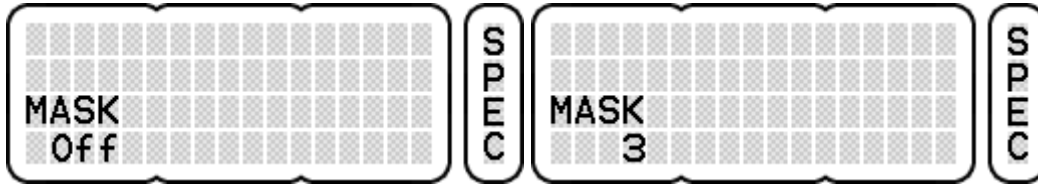

Please note that all default Factory KIT Banks have the same sound configuration. You can of course edit KIT sounds to your choice and save it. Please note that all KIT BANKS are set to default with SAVE MODE Off. To enable the SAVE function, navigate to the UNIT-PREF page and press the data button above SAVE.
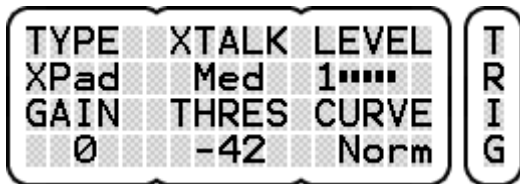
New functions in UNIT menu

UNIT-SPEC -

```
┌──────────────────┐ ┌───┐  ┌──────────────────┐ ┌───┐
│                  │ │ S │  │                  │ │ S │
│ MASK             │ │ P │  │ MASK             │ │ P │
│    Off           │ │ E │  │       3          │ │ E │
│                  │ │ C │  │                  │ │ C │
└──────────────────┘ └───┘  └──────────────────┘ └───┘
```

This new page in the Unit menu offers a Mask time – this feature sets a time limit for accepting new trigger signals. This is useful for those of you triggering acoustic drums or having trouble with double triggering issues. You can choose between values 1-10 or disable the feature altogether. The higher the set value is, the longer the time the system will not accept a "new" trigger signal. The lower the value, will allow a higher number of trigger signals to be registered. It is all about how fast you can play on a pad.

UNIT-TRIG

```
┌──────────────────┐ ┌───┐
│ TYPE  XTALK LEVEL│ │ T │
│ XPad   Med  1▪▪▪▪▪│ │ R │
│ GAIN  THRES CURVE│ │ I │
│   0    -42  Norm │ │ G │
└──────────────────┘ └───┘
```

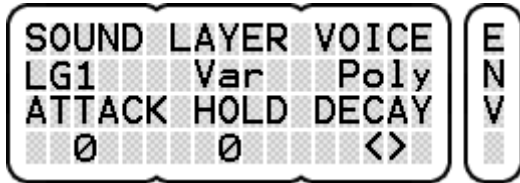We have added 5 new trigger types to the system. RubH 1-3, XPad and XRim.

The RubH 1-2 are trigger types for playing the DrumIt Five with our rubber heads. RubH 1-2 is designed for the 10 and 12 inch pads. The RubH 3 is more suitable for the kick.

The XPad and XRim are trigger types that offer a "crosstalk depress" function. This works solely for individual stereo pads so you can assign the value XPad for a head and XRim for the rim. This will reduce the crosstalk issues between Head and Rim of the same pad. Contrary to this, the already existing XTALK function is a global function, which is meant to control the crosstalk between all pads.

Please note: You need to fine tune the GAIN and THRES values for the pad you are working with. The hardest hit on pad/head respectively on the rim should reach maximum -1 db. (The value can be monitored under LEVEL)

New functions in KIT menu

KIT-ENV.

```
┌──────────────────────┐ ┌───┐
│ SOUND LAYER VOICE    │ │ E │
│ LG1    Var    Poly   │ │ N │
│ ATTACK HOLD  DECAY   │ │ V │
│   0     0      <>    │ │   │
└──────────────────────┘ └───┘
```

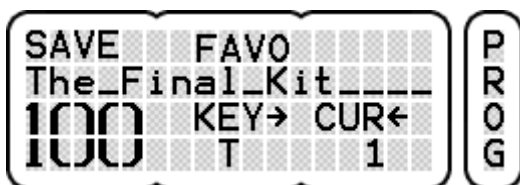We have implemented a new LOOP-Group function with new parameters (LG1 – LG3).

The idea is simple. All Pads with assigned Loops in the same Loop Group are linked to each other. You can control the Start & Stop of two separate Loops by hitting just one pad.

Example:
On Pad A, you have a loop for the Verse assigned to LG1. On Pad B you have a loop for the Chorus assigned to LG1 also. On Pad C in contrary you have a third Loop that is needed for both the Verse and Chorus. But this Loop is not assigned to LG1 but to LG2 or LG3.

Hitting Pad A the Verse Loop will start. Hitting Pad B means the running Loop (Pad A) will stop and simultaneously the Loop on Pad B will start - and vice versa. But hitting Pad C (not the same Loop Group) will have no effect on the Loops running in LG1.

KIT-Save

```
┌──────────────────────┐ ┌───┐
│ SAVE    FAVO         │ │ P │
│ The_Final_Kit____    │ │ R │
│ 100   KEY→ CUR←      │ │ O │
│        T      1      │ │ G │
└──────────────────────┘ └───┘
```

This new function allows you to define a personal favorite preset. While saving a KIT you can choose the new parameter FAVO. This will set the loaded kit as your favorite (FAVO) preset. Any time you restart you module, your favorite kit will be loaded.

Ring KIT selection

Another new feature is the Ring KIT selection. Scroll through kits with the KIT dial between 1-100 and continue to scroll through all single kits and you will eventually end up at KIT 1 again. No need to scroll backwards.

How to update in case the new system is not in your DrumIt Five

Download the 1.3x zip file from 2box.se to your Computer (mac or PC). Unzip the files.

Connect your DrumIt Five to your Computer via USB. You need to restart and hold down the USB button while the DrumIt Five is powering up to enter the USB mode. The top folder of the DrumIt five should now pop up on your Computer. Copy the following files to the top folder of the DrumIt Five hard drive.

These files are needed for a successful update:

- **DrumIt130.bin (System file)**

- **globalconfig.dcfg**

These files below are not needed but can be useful if you want to use different BANK files.

- DrumItRub.dkt

- DrumItTrig.dkt

Restart and the DrumIt Five will automatically boot with the new OS 1.3X.

Start to play and enjoy the new features!

For more information regarding OS update please read the general manual!

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