

# OS Update for DrumIt Five

## Version 1.32



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\*= PAGE for settings of single Drum-Channels

 = practical tip     = note for advanced users

## 1 Menu Structure

### UNIT Menu

The UNIT menu contains settings that apply to the module as a whole. This means that they affect all KITS (presets).

- MIX:** This is where the internal mixer is located. The mixer allows you to set and balance the levels of all channels/instruments.
- TRIG:** This is where you will find the main trigger settings for each channel. Here are a few examples: What pad type did you connect? How responsive should the pad be? Which dynamics curve best matches your playing style? It would be a good idea to take some time to familiarize yourself with these settings. We are confident you will be impressed by the DrumIt Five module's responsiveness once all settings are in place.
- HCAL\*:** This is where you set up your hi-hat and calibrate the corresponding pad. See below and the User Manual for a detailed discussion of these settings.
- HSET\*:** This page is used to fine-tune the settings you made on the HCAL page. Use it to ensure the response matches your playing style.
- SPEC:** This page allows you to set aspects that help you avoid double triggering and cross-talk. This is especially important for acoustic drum triggers you may be using.
- INTF:** This page is used to specify the MIDI and routing settings for each individual channel. Here you can select MIDI channels, route the signals to the mixer and assign the required channels to DIRECT OUTs.
- OUT:** This page allows you to set the output routing. Which signals should be assigned to the MAIN outputs (OUT 1 and 2) and which to the PHONES connector?
- VU:** This page shows the output signals.
- METR:** This is where you select the sound of the built-in metronome.
- MIDI:** This page allows you to set global MIDI parameters. Should the module respond to program change messages, and which control change messages should the hi-hat transmit? These settings are important for recording MIDI data with your computer.
- PREF:** This page is used to manage the SAVE function and to reset the module to its factory defaults.
- MEM:** This is where you can check the remaining memory capacity for additional sounds.
- INFO:** This page displays the firmware's version number.

\* (only available after selecting the hi-hat channel)

### **KIT Menu**

The KIT menu allows you to manage and edit the internal memory slots. The module comes with 100 factory KITs (memory slots). Those KITs can be edited and overwritten with your own settings.

The KIT menu allows you to assign the desired sounds to the selected KIT, to edit their settings, to configure the metronome and playback functions and to adjust the built-in equalizer.

**PROG:** The KIT home page allows you to select a KIT and to start/stop the built-in metronome or song player.

**DRUM:** This page is used to assign a sound to the selected drum channel and to set the tuning and volume.

The channel can be selected using the CHANNEL buttons (left) or simply by hitting the assigned pad.

Note: The Rim channels of toms 1 through 4 and the snare (PERC 1~5) can be selected by simultaneously pressing the MORE and TRIG buttons.

**ENV:** This is where you fine-tune the selected sound and specify the loop setting for each channel.

**CFNC:** If you like, you can also assign a function to a pad rather than a sound. Doing so would allow you to start and stop the metronome, or to select the next KIT by hitting such a pad.

**KFNC:** The HHPOS function on this page allows you to set the hi-hat's opening level ("bashiness") without recalibrating the pad. This is especially useful if the left foot is used for something else (like double bass drum playing, for instance).

**VOL:** This is where you set the level and stereo placement (pan) of the selected channel.

**EQ:** Each KIT is equipped with a 3-band equalizer. It can either be applied to all instruments or just for a specific channel.

**FX:** This is where you adjust the internal FX section.

**ACMP:** This page contains the built-in player. Use it to specify whether you wish to play to a song or the built-in metronome. The metronome's settings and the tempo can be customized and saved.

## 2 New menus and functions

### 2.1 KIT – ENV\*



#### SOUND

**Loop-Sounds** are an exception. When a loop is selected on the page DRUM, the following parameters are available:

**Loop** The loop will be played until the pad is struck again (start / stop) - default setting -

**Loop!** Regardless of the velocity, the loop is always played at the maximum level

**Solo** The loop is played only once.

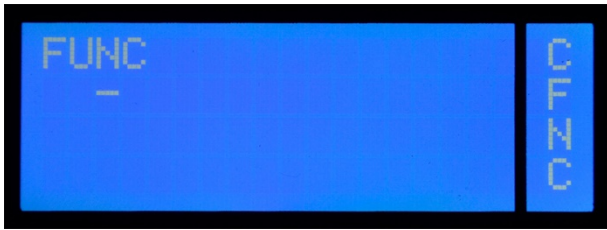
**Solo!** The loop is also played only once, but with maximum volume.

**LG1!.../LG3** There are 3 independent loop groups. These allow you to perform instant switches among loops while performing. Example: Let's suppose you assigned loop A to the TOM1 channel (for the verses) and loop B to the TOM2 channel (for the choruses). If both loops/channels are assigned to the same group (LG1, for instance) starting loop B will automatically stop loop A. Hit TOM1 to start loop A. Next, hit TOM2: loop B starts and loop A stops automatically. Obviously, you can also stop the running loop (without starting the other) by striking the assigned pad again.

**LG1!.../LG3!** As above, but with a fixed maximum level.

To avoid double-trigger, in loop mode the threshold is internally raised to -24 dB automatically.

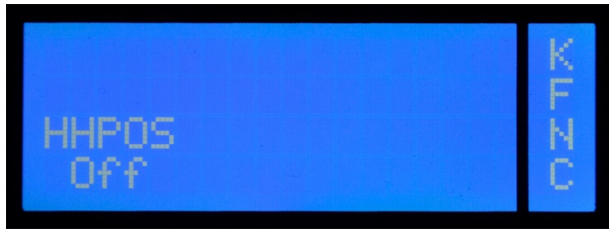
### 2.2 KIT – CFUNC\*



Each DRUM CHANNEL (Pad) can be assigned both sounds and control functions. This is especially useful in a live situation. Press the left DATA button to select the desired function. Hold down MORE while pressing that button to return to the previous function.

- Default setting. The assigned sound is triggered. No function has been assigned.
- START** Starts the metronome or the built-in song player, depending on which of these two has been selected for the current KIT.
- STOP** Stops the metronome or song player.
- StSto** Starts and stops the metronome or song player: the first strike starts it, the second stops it, and so on.
- StPau** Like StSto, except that song playback is pauses and then continues.
- N Kit** Selects the following KIT (NEXT KIT).
- P Kit** Selects the preceding KIT (PREVIOUS KIT).
- STPLP** Stops all running loops.
- Tap** Allows you to tap the desired tempo while the metronome is running.
- Tap4** A kind of automated count-in: at the 5th strike, the metronome starts with the calculated tempo.
- Tap8** Like Tap4, but with 8 strikes.
- NONE** The trigger channel does nothing. It neither triggers a sound nor controls a function.

### 2.3 KIT – KFNC\*



This page allows you to set the hi-hat's aperture. This setting only applies to the currently selected KIT. When this value is changed, the HH Controller is no longer available.

This function is useful when you need a “bashy” hi-hat sound to accompany double bass drum parts.

The setting range is 1 (hi-hat completely open) through 31 (hi-hat completely closed). “Off” means that the hi-hat controller can be used.

### 2.4 UNIT – HSET



**HHPOS** This parameter allows you to set the hi-hat's aperture. This setting applies to all KITs (presets). When this value is changed, the HH Controller loses its function—again globally.

This function may come in handy if you don't want to use a hi-hat controller and prefer a fixed aperture setting instead.

The setting range is 1 (hi-hat completely open) through 31 (hi-hat completely closed). “Off” means that the hi-hat controller can be used.

**SENS** Set the sensitivity of the hihat pedal (pedaled signal) here. You have a control range of -6 to +6 dB.

**CURVE** There are nine different trigger curves. Select the value that supports your playing best by rotating the DATA controller. Detailed information on the topic CURVE can be found in the notes to page TRIG on page **Fehler! Textmarke nicht definiert.** ff.

### 2.5 UNIT – SPEC



Use this page to fine-tune the trigger settings (UNIT-TRIG).

**LXTR** This parameter allows you to eliminate or minimize crosstalk between the head and the rim channels (local xtalk reduction). High values mean that crosstalk is attenuated more radically.

The following parameters are available: **Off, Low, Med, High, vHigh**

**MASK** Mask Time is used to avoid double triggers. This sets the duration during which the module will ignore subsequent trigger signals. This is useful for avoiding that head vibrations generate spurious trigger signals. You will probably need this parameter when using acoustic drum triggers.



#### **MASK**

Start by trying out extreme MASK settings to get to grips with how this function works.

### 3 Update

Thanks to the Open Sound System of 2BOX the module can be updated easily and comfortably using drag and drop. This way you can keep your DrumIt Five always up to date and benefit from the operating system updates, new features and technical enhancements.

1. Download the current operating system from our website ([www.2box-drums.com](http://www.2box-drums.com)). The file format of the operating system is a **.bin file** (see picture).
2. Start the module in USB mode (see page **Fehler! Textmarke nicht definiert.**).
3. Copy the new .bin file to the module with drag & drop.
4. Restart the module. The module shows the new operating system number during the boot process at the bottom right (you can also get this information in the mode UNIT on the Page INFO).
5. Done!

You don't need to delete the old operating system file. The module will automatically recognize the newer version. In the example below, the system recognizes the file DrumIt120.bin (OS 1.20) as the latest version and ignores the file DrumIt110.bin (OS 1.10).

	Dateiordner		
Tom			
.metadata_never_index	0 KB	METADATA_NEVER...	
DrumIt110	103 KB	VLC media file (.bin)	
DrumIt120	120 KB	VLC media file (.bin)	
DrumIt User Manual 1.1x r3	267 KB	PDF-XChange View...	
drumit.dkit	151 KB	DKIT-Datei	
DrumItInit.dkit	151 KB	DKIT-Datei	
Quickstart 1.1x	509 KB	PDF-XChange View...	

### Choosing Between Operating Systems



During the boot process, you have the option to choose between the various operating systems that are available on your module. To do so, press the middle DATA button while powering up.



After you have selected the desired operating system with Prev/Next (left and middle DATA button), start the boot process by pressing the DATA button to the right (load).

Please note:

Settings in the modes KIT and UNIT that relate to functions of a higher operating system will be lost if you edit and save the same part (e.g. a kit) in an earlier version of the operating system.



### 4 Contact and Support

You have questions about your DrumIt Five or a technical problem?



Visit our website at:

**[www.2box-drums.com](http://www.2box-drums.com)**

In our support area you'll find answers to your questions.

### **2BOX**

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