

**MOOER**

***SynthDrum***

***Electronic Hand Drum***

**Owner's Manual**

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# Precautions

## \* PLEASE READ CAREFULLY BEFORE PROCEEDING \*

### **Power Supply**

Please connect the designated AC adapter to an AC outlet of the correct voltage.

Be sure to use only the AC adapter supplied with the unit.

Unplug the AC power adapter when not using or during electrical storms.

### **Connections**

Always turn off the power of this and all other equipment before connecting or disconnecting, this will help prevent malfunction and / or damage to other devices. Also make sure to disconnect all connection cables and the power cord before moving this unit.

### **Location**

To avoid deformation, discoloration, or other serious damage, do not expose this unit to the following conditions:

- Direct sunlight
- Heat sources
- Magnetic fields
- Extreme temperature or humidity
- Excessive dusty or dirty location
- High humidity or moisture
- Strong vibration or shock

### **Interference with other electrical devices**

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

### **Cleaning**

Clean only with a soft, dry cloth. If necessary, slightly moisten the cloth. Do not use abrasive cleanser, cleaning alcohol, paint thinners, wax, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

### **Handling**

Do not apply excessive force to the switches or controls.

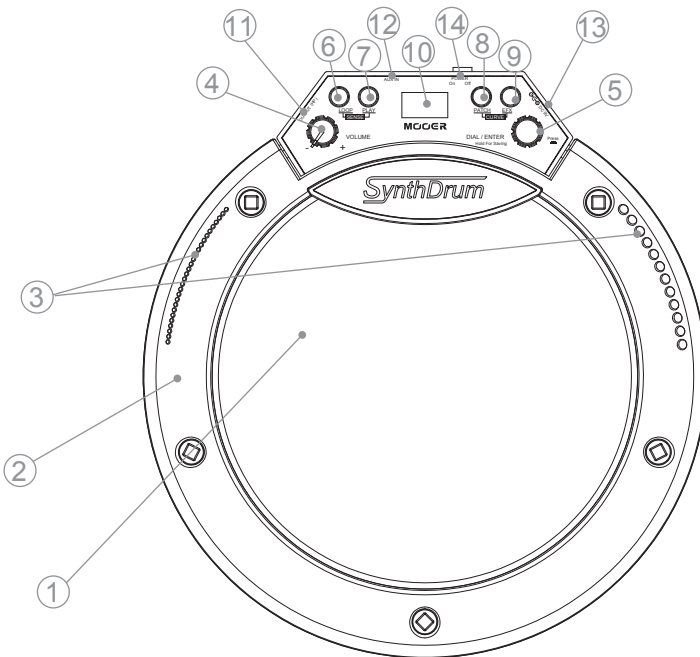
Do not let paper, metallic, or other objects into this unit.

Take care not to drop the unit, and do not subject it to shock or excessive pressure.

# Main Features

- Aluminum alloy drum frame
- Hi-Tech composite materials 8" drum head
- 200 preset/user sound
- 100 various style/tempo music loops (50 drum loops + 50 melody loops)
- 5 global effect types
- 5 pressure pad effects
- Sensitivity adjusting
- 9 kinds of velocity curve
- 1/4" phones jack & 1/8" AUX in jack
- DC 9V adapter (500 mA, center positive) power supply

# Panel Instruction



- 01 **Drum Head:** 8" drum head, for playing drum head sound.
- 02 **Drum Rim:** For playing drum rim sound.
- 03 **Drum Rim Notch:** For playing drum rim scratching sound.
- 04 **VOLUME Knob:** Rotate this knob to adjust output volume.
- 05 **DIAL/ENTER Encoder with Button:** Dial the knob to select Patch/Loop, adjust loop level and Effects parameters. Press the button to ensure selecting/storing, switch loop parameters and effect types. Hold the button to enter store function.
- 06 **LOOP Button:** Press this button to enter Loop status, when in Loop status, press this button to switch between Loop Selecting and Loop Volume Adjusting function.
- 07 **PLAY Button:** Press this button to play or stop loop.  
**SENSE composite Button:** Press [LOOP] and [PLAY] button simultaneity to enter Sensitivity editing.
- 08 **PATCH Button:** Press this button to enter Patch status.
- 09 **EFX Button:** Press this button to enter Effects status, when in Effects status, press this button to change effect types.  
**CURVE composite Button:** Press [PATCH] and [EFX] button simultaneity to enter Velocity Curve editing.
- 10 **Display:** Instruct the operation information of Synth Drum.
- 11 **OUTPUT (PHONES) Jack:** 1/4" stereo audio jack, output the sound.
- 12 **AUX IN Jack:** 1/8" stereo audio jack, for connecting external music players (for example: CD Player, MP3 Player, and so on).
- 13 **DC 9V Power Jack:** For power supply, use a 9-volt DC regulated AC adapter, 500 mA (plug polarity is negative on the barrel and positive in the center).
- 14 **POWER Switch:** To switch power on/off of Synth Drum.

# Operation

## PATCH

### 01 Entering Patch Status

At any time of using Synth Drum, press [PATCH] button to enter Patch status, the middle dot of display will be lit up to indicate the current status (Patch).

### 02 Selecting Patches

When in Patch Status, rotate [DIAL/ENTER] knob to select patches, the patch's number will be flashing, but the sound will not be changed yet.

### 03 Confirm Patch Selecting

When the number of patch is flashing, press [DIAL/ENTER] button to confirm selecting, the number will stop flashing, and the sound will be changed to the current patch.

## LOOP

### 01 Entering Loop Status

At any time of using Synth Drum, press [LOOP] button to enter Loop status, the left dot of display will be lit up to indicate the current status (Loop).

### 02 Selecting Loops

When in Loop Status, rotate [DIAL/ENTER] knob to select loops, the loop's number will be flashing, but the music will not be changed yet.

### 03 Confirm Loop Selecting

When the number of loop is flashing, press [DIAL/ENTER] button to confirm selecting, the number will stop flashing, and the music will be changed to fit the corresponding loop.

### 04 Playing and Stop Playing

At any time of using Synth Drum, press [PLAY] button to play the music, when playing, press [PLAY] button will stop the music.

*Note: When switching Patch or Loop, or pressing [PLAY] button to start loop playing, the sound will phonate after few seconds.*

# EFX

## 01 Entering EFX Status

At any time of using Synth Drum, press [EFX] button to enter Effects status, the right dot of display will be lit up to indicate the current status (Effects).

## 02 Changing Effect Types

When in Effects Status, press [DIAL/ENTER] or [EFX] button to change effect's type, there are 5 kinds of effect to choose: Chorus, Flanger, Phaser, Delay, and Reverb.

## 03 Adjusting Effect Parameters

When in Effects Status, rotate [DIAL/ENTER] knob to adjust effect's parameters, the range of each effect is 0~9.

*Note: Only one effect can be selected at a time, When parameter=0, the effect will be off.*

## 04 EFX list

Type	Display	Parameter Range	Parameter Meaning
Chorus	CH	0~9	Chorus Rate
Flanger	FL	0~9	Flanger Rate
Phaser	PH	0~9	Phaser Rate
Delay	dL	0~9	Delay Time
Reverb	rE	0~9	Reverb Time

# SENSE

At any time of using Synth Drum, press [LOOP] and [PLAY] button simultaneously to enter sensitivity editing.

When in SENSE editing status, rotate [DIAL/ENTER] knob to change sensitivity value, the range is 1~9, display will show "S<sub>n</sub> 1~S<sub>n</sub> 9", the default value is S<sub>n</sub> 5.

*Note: The SENSE contains both drum head and drum rim's sensitivity value, when choosing one value, the head and rim's sensitivity will be changed together.*

# CURVE

At any time of using Synth Drum, press [PATCH] and [EFX] button simultaneously to enter velocity curve editing.

When in CURVE editing status, rotate [DIAL/ENTER] knob to change velocity curve, there are 9 curves to be chosen, display will show “ $\overline{C} \overline{r} \overline{1} \sim \overline{C} \overline{r} \overline{9}$ ”, the default value is  $\overline{C} \overline{r} \overline{1}$ .

**Note:** The CURVE contains both drum head and drum rim's velocity curves, when choosing one curve, the head and rim's velocity curves will be changed together. (refer to Appendix for detail).

# Saving Patches

Synth Drum's 200 Patches can be edited and saved by users, the modifiable items include SENSE, CURVE and Effects' parameters. User can change the parameters of them and save them to the patches.

At any time of using Synth Drum, hold [DIAL/ENTER] button for 3 seconds to do saving operation, then the patch's number, the middle dot, and the right dot on the display will begin to flash together, at that time, press [DIAL/ENTER] button again to confirm, the patch's number on the display will stop flashing.

When saving (the patch's number, the middle dot, and the right dot flash together), press other buttons (except [DIAL/ENTER]) to quit saving and enter the corresponding status.

**Note:** After saving, the patches will be changed to user's setting even though next power on.

**Note:** Do factory reset will initialize the patches to preset.

# Factory Reset

Factory Reset function will initialize all setting of Synth Drum. All the patches will be erased and overwritten by the presets, the SENSE and CURVE's setting will be set to default as well.

To do the factory reset, conform to the following instructions:  
Hold down [DIAL/ENTER] button and then power on, *r 5t* will appear on the display and last flashing.

At that time, press [DIAL/ENTER] button to confirm, *r 5t* will be flashing in a faster speed for 2 seconds, then turn to display *r 5t* at a steady status for 3 second, then back to the normal state, the factory reset operation have been done.

*Note: If you want to quit Factory Reset halfway, press another button except [DIAL/ENTER], then the Factory Reset will be canceled.*

# Playing

## Basic Playing



Use your hands



Use drum sticks



Use rods

# Pressure Pad Effects

Synth Drum has a pressure sensor under the drum head. To create pressure pad effects on your playing, put your palm on the drum head and exert strength, then play the head or rim (or play the drum firstly, then put the palm on the head and press), you will get the special sound of different type effects in different patches. More stress, more effects.

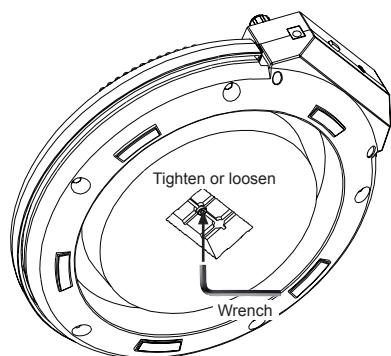
There are 5 kinds of pressure pad effects fixed up in each patch: Pitch Up, Pitch Down, Vibrato, AEG, Volume, one of them has been fixed up in each patch, the setting can not be modified by users.

## Pressure Pad Effects List

Type	Explanation	More Stress
Pitch Up	Pitch shift upwards	Higher Pitch
Pitch Down	Pitch shift downwards	Lower pitch
Vibrato	Inflect the pitch periodically	More Depth
AEG	Decrease sustain and decay time	Shorter Time
Volume	Decrease patch volume	Lower Volume

Please read Patch List on Appendix for particular assigning information.

*Note: Pressure pad effects are real-time control, when the pressure is released, the effect will be off.*

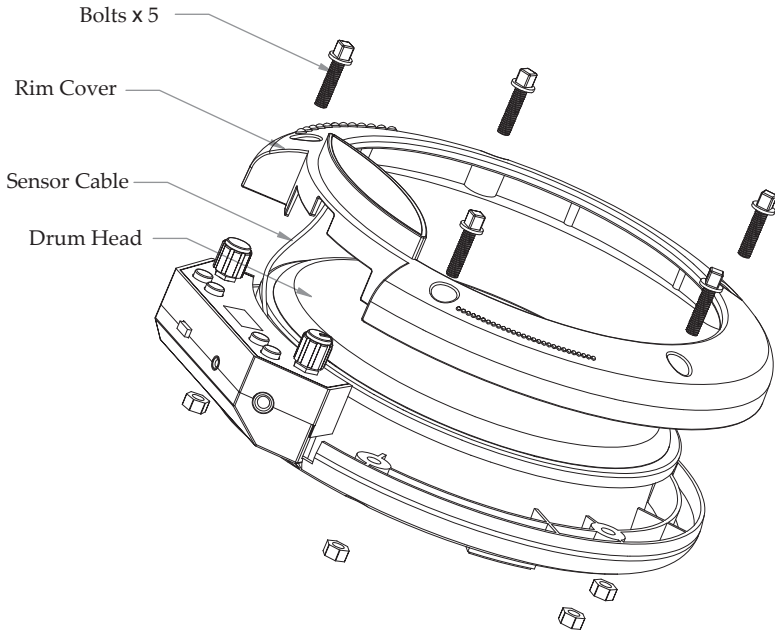


There is an adjustable screw on the bottom centre for adjusting the sensitivity of pressure pad.

Use the accessory wrench to tighten the screw for lower sensitivity or loosen it for higher sensitivity.

\*Patent pending

# Drum Head Replacing



- Step 1: Discharge 5 bolts which are fixed in the rim cover.
- Step 2: Lift up the rim cover softly and take off the old drum head.
- Step 3: Put the new drum head in and lay the rim cover back.
- Step 4: Lock the 5 bolts in order (clockwise or anti-clockwise).

*Note: During drum head replacing, pay attention to the cables of sensor inside the drum, do not pull or bump them as possible.*

*Note: When you want to tighten or loosen the drum head, screw the bolts in order (clockwise or anti-clockwise).*

# Specification

<b>Preset/User Patch Memory:</b>	200 Patches
<b>Music Loop Phrases:</b>	100 Loops (50 Drum Loops + 50 Melody Loops)
<b>Sampling Frequency:</b>	44.1 kHz
<b>Sampling Depth:</b>	32 bit
<b>Global Effects:</b>	5 Types (Chorus, Flanger, Phaser, Delay, Reverb)
<b>Pressure Pad Effects:</b>	5 Types (Pitch Up, Pitch Down, Vibrato, AEG, Volume)
<b>Drum Head Size:</b>	8"
<b>Power requirements:</b>	AC adapter 9V DC, 500 mA (center positive)
<b>Dimensions:</b>	280 mm (D) x 270 mm (W) x 69 mm (H)
<b>Weight:</b>	1080 g
<b>Accessories:</b>	Owner's Manual, Drum Key, Wrench, AC adapter (DC 9V center positive)

# Troubleshooting

## **Can not power on**

Check power connection.

----- *Make sure the power is connected correctly.*

Check the adapter.

----- *Make sure the adapter is the one supplied with the unit.*

## **No sound or low volume**

Check connection of cables.

----- *Make sure all the cables are connected firmly.*

Check the volume of Synth Drum and amplifier (headphones).

----- *Make sure each equipment's volume is set to an appropriate level.*

## **High noise**

Check the adapter.

----- *Make sure the adapter is the one supplied with the unit.*

Check the cables.

----- *Make sure the cables are connected firmly and have no quality problem.*

# Appendix

## Patch List

NO.	Patch Name	Effects Assign	Pressure Pad Assign
World Percussion			
001	Conga 1	Reverb 2	Volume
002	Conga 2	Reverb 2	Volume
003	Conga 3	Reverb 2	Volume
004	Conga 4	Reverb 2	Volume
005	Conga 5	Reverb 2	Volume
006	Bongo 1	Reverb 2	Volume
007	Bongo 2	Reverb 2	Volume
008	Bongo 3	Reverb 2	Volume
009	Bongo 4	Reverb 2	Volume
010	Bongo 5	Reverb 2	Volume
011	Timbales 1	Reverb 3	AEG
012	Timbales 2	Reverb 3	AEG
013	Timbales 3	Reverb 3	AEG
014	Timbales 4	Reverb 3	AEG
015	Timbales 5	Reverb 3	AEG
016	Djembel 1	Reverb 3	Pitch Up
017	Djembel 2	Reverb 3	Pitch Up
018	Djembel 3	Reverb 3	Pitch Up
019	Djembel 4	Reverb 3	Pitch Up
020	Djembel 5	Reverb 3	Pitch Up
021	Udu 1	Reverb 3	Pitch Down
022	Udu 2	Reverb 3	Pitch Down
023	Udu 3	Delay 6	Pitch Up
024	Udu 4	Reverb 5	Pitch Up
025	Udu 5	Reverb 3	Pitch Up
026	Ewe Drum 1	Chorus 3	Volume
027	Ewe Drum 2	Chorus 3	Volume
028	Ewe Drum 3	Phaser 2	Pitch Up
029	Ewe Drum 4	Chorus 2	Volume
030	Ewe Drum 5	Chorus 2	Volume
031	Frame Drum 1	Delay 8	AEG
032	Frame Drum 2	Reverb 3	AEG
033	Frame Drum 3	Reverb 5	AEG
034	Frame Drum 4	Reverb 4	AEG
035	Frame Drum 5	Reverb 3	AEG

<b>NO.</b>	<b>Patch Name</b>	<b>Effects Assign</b>	<b>Pressure Pad Assign</b>
World Percussion			
036	Dumbek 1	Reverb 3	Pitch Up
037	Dumbek 2	Reverb 3	Pitch Up
038	Dumbek 3	Reverb 5	Pitch Up
039	Dumbek 4	Reverb 4	Pitch Up
040	Dumbek 5	Reverb 4	Pitch Up
041	Tabla 1	Reverb 4	Vibrato
042	Tabla 2	Reverb 5	Vibrato
043	Tabla 3	Reverb 5	AEG
044	Tabla 4	Flanger 2	AEG
045	Tabla 5	Reverb 4	Volume
046	Tabla 6	Reverb 6	Volume
047	Tabla 7	Reverb 4	Pitch Down
048	Tabla 8	Reverb 4	Vibrato
049	Tabla 9	Reverb 5	Volume
050	Tabla 10	Reverb 4	Pitch Up
051	Tar 1	Reverb 4	Pitch Up
052	Tar 2	Delay 6	Pitch Down
053	Tar 3	Reverb 4	Vibrato
054	Berimbau 1	Reverb 4	Pitch Up
055	Berimbau 2	Reverb 4	Pitch Down
056	Berimbau Shaker 1	Reverb 4	AEG
057	Berimbau Shaker 2	Reverb 5	Volume
058	Agogo 1	Reverb 4	Pitch Up
059	Agogo 2	Reverb 4	Pitch Down
060	Sogo 1	Reverb 4	Pitch Up
061	Sogo 2	Reverb 5	Volume
062	Cahon 1	Reverb 4	Volume
063	Cahon 2	Reverb 4	Pitch Up
064	Kidi 1	Reverb 4	Pitch Up
065	Kidi 2	Reverb 3	Volume
066	Log Drum 1	Reverb 5	Pitch Up
067	Log Drum 2	Reverb 3	Pitch Up
068	Batas 1	Reverb 4	Pitch Up
069	Batas 2	Reverb 4	Pitch Up
070	Batas 3	Delay 4	Volume
071	Apentemma 1	Reverb 4	Pitch Up
072	Apentemma 2	Reverb 4	Pitch Up
073	Kenkeni 1	Reverb 4	Pitch Up
074	Kenkeni 2	Reverb 7	Pitch Up
075	Kenkeni 3	Reverb 4	Pitch Up

<b>NO.</b>	<b>Patch Name</b>	<b>Effects Assign</b>	<b>Pressure Pad Assign</b>
World Percussion			
076	Atsimevu 1	Reverb 4	Volume
077	Atsimevu 2	Reverb 5	Pitch Down
078	Clay Pot 1	Reverb 4	Pitch Down
079	Clay Pot 2	Reverb 4	Pitch Up
080	Clay Pot 3	Delay 6	Vibrato
081	Gankokwe 1	Reverb 4	Pitch Up
082	Gankokwe 2	Reverb 4	Pitch Down
083	Bombshell 1	Reverb 4	AEG
084	Bombshell 2	Reverb 4	Volume
085	Dual Wooden 1	Reverb 4	Pitch Up
086	Dual Wooden 2	Delay 5	Pitch Up
087	African Metal 1	Reverb 4	Volume
088	African Metal 2	Reverb 4	AEG
089	Box Drum	Reverb 4	AEG
090	Dull Drum	Reverb 5	Volume
091	Dundun Bell	Reverb 3	Volume
092	Axatse	Reverb 4	AEG
093	Berkete	Reverb 4	Pitch Up
094	Petia	Reverb 4	Pitch Up
095	Taiko 1	Reverb 4	AEG
096	Taiko 2	Delay 8	AEG
097	Taiko 3	Reverb 4	AEG
098	Hiradaiko	Reverb 4	Volume
099	Shimedaiko	Reverb 4	Volume
100	Japan Suite	Reverb 4	Volume
101	Turkish 1	Reverb 4	Pitch Up
102	Turkish 2	Reverb 4	Pitch Up
103	Turkish 3	Reverb 5	Volume
104	Cuban 1	Reverb 4	Pitch Up
105	Cuban 2	Reverb 4	Pitch Up
106	Cuban 3	Reverb 5	Volume
107	Sand Drum 1	Reverb 4	Pitch Up
108	Sand Drum 2	Delay 5	AEG
109	Sand Drum 3	Delay 7	Pitch Up
110	War Drum 1	Reverb 5	AEG
111	War Drum 2	Reverb 5	AEG
112	War Drum 3	Delay 6	AEG
113	Water Drum 1	Reverb 5	AEG
114	Water Drum 2	Delay 3	Pitch Up
115	Water Drum 3	Chorus 3	AEG

<b>NO.</b>	<b>Patch Name</b>	<b>Effects Assign</b>	<b>Pressure Pad Assign</b>
World Percussion			
116	Talking Drum 1	Reverb 5	Vibrato
117	Talking Drum 2	Reverb 5	Volume
118	Talking Drum 3	Delay 5	Pitch Up
119	Gong 1	Reverb 4	AEG
120	Gong 2	Reverb 4	AEG
121	Datanggu	Reverb 4	AEG
122	Xiaotanggu	Reverb 4	Volume
123	Daluo 1	Reverb 4	AEG
124	Daluo 2	Reverb 4	AEG
125	Xiangluo	Reverb 4	Volume
126	Xiangluo/Xiaoluo	Reverb 4	AEG
127	Shougu 1	Reverb 3	AEG
128	Shougu 2	Reverb 4	Volume
129	Naobo	Reverb 4	AEG
130	Fengluo/Naobo	Reverb 4	AEG
Drum Sets & Drum Machines			
131	Snare 1	Reverb 2	Volume
132	Snare 2	Reverb 5	Volume
133	Snare 3	Reverb 3	Volume
134	Rock Kick/Snare	Reverb 3	Volume
135	Rock Cymbal	Reverb 3	AEG
136	Rock Tom	Reverb 3	Pitch Down
137	Jazz Kick/Snare	Reverb 3	Volume
138	Jazz Cymbal	Reverb 3	AEG
139	Jazz Tom	Reverb 4	AEG
140	Brush Kick/Snare	Reverb 3	Volume
141	Brush Cymbal	Reverb 3	AEG
142	Brush Tom	Reverb 4	AEG
143	Dance Kick/Snare	Reverb 4	Volume
144	Dance Cymbal	Reverb 4	AEG
145	Dance Tom	Reverb 4	Pitch Up
146	Hip Hop Kick/Snare 1	Reverb 3	Volume
147	Hip Hop Kick/Snare 2	Reverb 5	Volume
148	Analog Kick/Snare 1	Reverb 3	Pitch Up
149	Analog Kick/Snare 2	Reverb 4	Pitch Up
150	Analog Cymbal	Reverb 4	AEG
151	Analog Tom	Reverb 4	Pitch Up
152	Analog Suite	Reverb 4	Pitch Up
153	Industry Kick/Snare 1	Reverb 4	Volume
154	Industry Kick/Snare 2	Delay 4	Volume

<b>NO.</b>	<b>Patch Name</b>	<b>Effects Assign</b>	<b>Pressure Pad Assign</b>
<b>Drum Sets &amp; Drum Machines</b>			
155	Industry Cymbal	Flanger 3	AEG
156	Industry Tom	Phaser 2	Pitch Up
157	Industry Suite	Delay 5	Pitch Up
158	Beat Box 1	Reverb 4	Volume
159	Beat Box 2	Flanger 4	Volume
160	Beat Box 3	Phaser 1	Pitch Up
<b>Little Strike</b>			
161	Clap	Reverb 3	Pitch Down
162	Cowbell	Reverb 3	Pitch Up
163	Tambourin	Reverb 4	Volume
164	Maracas	Reverb 4	Volume
165	Cabasa	Reverb 4	Volume
166	Claves	Chorus 3	Pitch Down
167	Vibraslap	Flanger 1	AEG
168	Guiros	Reverb 4	Volume
169	Woodblock	Reverb 4	Pitch Up
170	Triangle	Reverb 3	Volume
<b>Melody &amp; Synth</b>			
171	Steel Drum	Reverb 4	Pitch Up
172	Vibraphone	Reverb 4	AEG
173	Music Box	Reverb 4	AEG
174	Karimba	Reverb 4	Volume
175	Marimba	Delay 8	Pitch Up
176	Kora	Reverb 4	AEG
177	Balafon	Reverb 4	Pitch Down
178	Berimbau Tuned	Delay 9	Volume
179	Goni	Reverb 5	Vibrato
180	Ngoni	Reverb 4	Vibrato
181	Mvet	Reverb 4	AEG
182	Gyil	Delay 8	Pitch Down
183	Timpani	Reverb 4	Volume
184	Synth Bell	Delay 7	AEG
185	Synth Ray	Phaser 2	Volume
186	Synth Laser Saw	Reverb 5	Volume
187	Synth Wow Bass	Delay 5	Pitch Up
188	Synth LFO Bass	Reverb 3	Pitch Up
189	Synth Flutter Kick	Reverb 5	Pitch Up
190	Synth Explode	Reverb 3	AEG

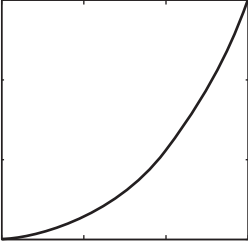
NO.	Patch Name	Effects Assign	Pressure Pad Assign
Special			
191	Metal Strike	Reverb 3	Pitch Down
192	Waterdrop	Reverb 4	AEG
193	Frog	Reverb 5	Volume
194	Bell Tree	Reverb 4	AEG
195	Door	Delay 4	Volume
196	Kinfe	Reverb 7	Volume
197	Whip	Reverb 4	Pitch Up
198	Fight	Delay 4	Pitch Up
199	Whistle / Spring	Reverb 3	Volume
200	Storm / Gunshot	Reverb 3	AEG

## Loop List

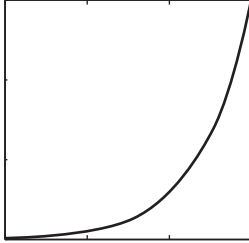
No.	Drum Loop	Tempo	No.	Melody Loop	Tempo
0	Rock_1	125	50	Rock	150
1	Rock_2	120	51	Alternative Rock	141
2	Rock_3	120	52	Funk Rock	112
3	Jazz_1	122	53	Blues Jazz	120
4	Jazz_2	80	54	Bebop Jazz	136
5	Jazz_3	158	55	Nu-Jazz	120
6	Funk_1	120	56	Old Funk	122
7	Funk_2	120	57	Hard Funk	120
8	Funk_3	136	58	Classic Funk	120
9	Pop_1	112	59	Indie Pop	72
10	Pop_2	102	60	60's Pop	159
11	Pop_3	116	61	Alternative Pop	132
12	Latin_1	132	62	Twisting Latin	100
13	Latin_2	120	63	Latin Street	130
14	Latin_3	112	64	Funky Latin	120
15	Bossa Nova_1	130	65	Brazilian Bossa	125
16	Bossa Nova_2	160	66	Jazz Bossa	66
17	Bossa Nova_3	144	67	Fast Bossa	178
18	Reggae_1	128	68	Caribbean	125
19	Reggae_2	70	69	Reggae	65
20	Reggae_3	84	70	Dub	140

No.	Drum Loop	Tempo	No.	Melody Loop	Tempo
21	Country_1	126	71	Country	120
22	Country_2	132	72	Country Blues	80
23	Country_3	118	73	Folk Rock	86
24	Indian_1	88	74	Indian_1	88
25	Indian_2	90	75	Indian_2	90
26	Indian_3	135	76	Indian_3	112
27	Cuban	92	77	Cuban	110
28	Chinese	160	78	China	113
29	Japanese	92	79	New Japan	94
30	Samba	128	80	Samba	110
31	Rumba	124	81	Rumba	112
32	Tango	108	82	Tango	108
33	Polka	128	83	Polka	120
34	March	132	84	March	120
35	Big Band	152	85	Big Band	135
36	Swing	150	86	Swing	150
37	Soul	88	87	Soul	88
38	Fusion	128	88	Fusion	120
39	New Age	120	89	New Age	80
40	Techno	136	90	Techno	132
41	House	128	91	House	120
42	Trance	132	92	Trance	136
43	New Wave	128	93	New Wave	120
44	Break Beat	136	94	Break Beat	134
45	Drum n' Bass	172	95	Drum n' Bass	170
46	Hip Hop	90	96	Hip Hop	88
47	Trip Hop	76	97	Trip Hop	108
48	Ambient	78	98	Ambient	78
49	Beat Box	132	99	Beat Box	113

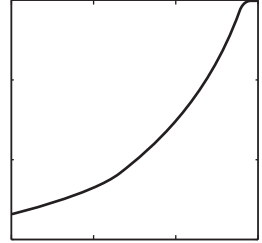
# Velocity Curve List



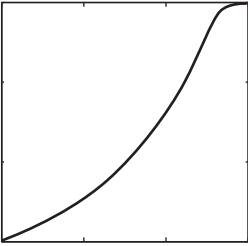
Curve 1



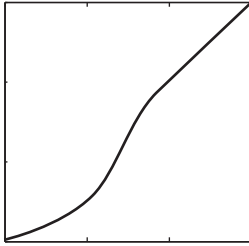
Curve 2



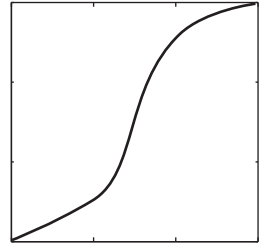
Curve 3



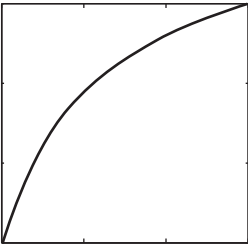
Curve 4



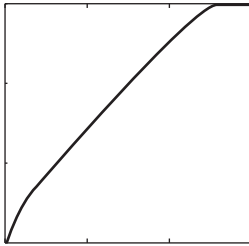
Curve 5



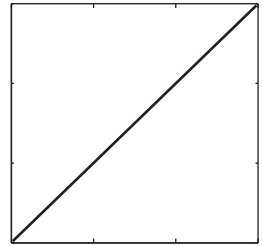
Curve 6



Curve 7



Curve 8



Curve 9

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